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ADAPTATION OF COMPUTER PROGRAMS FOR THE DIGITAL SIMULATION OF T--ETC(U)

JUL 68 J MUNOZ-FLORES, S K BUEHLER

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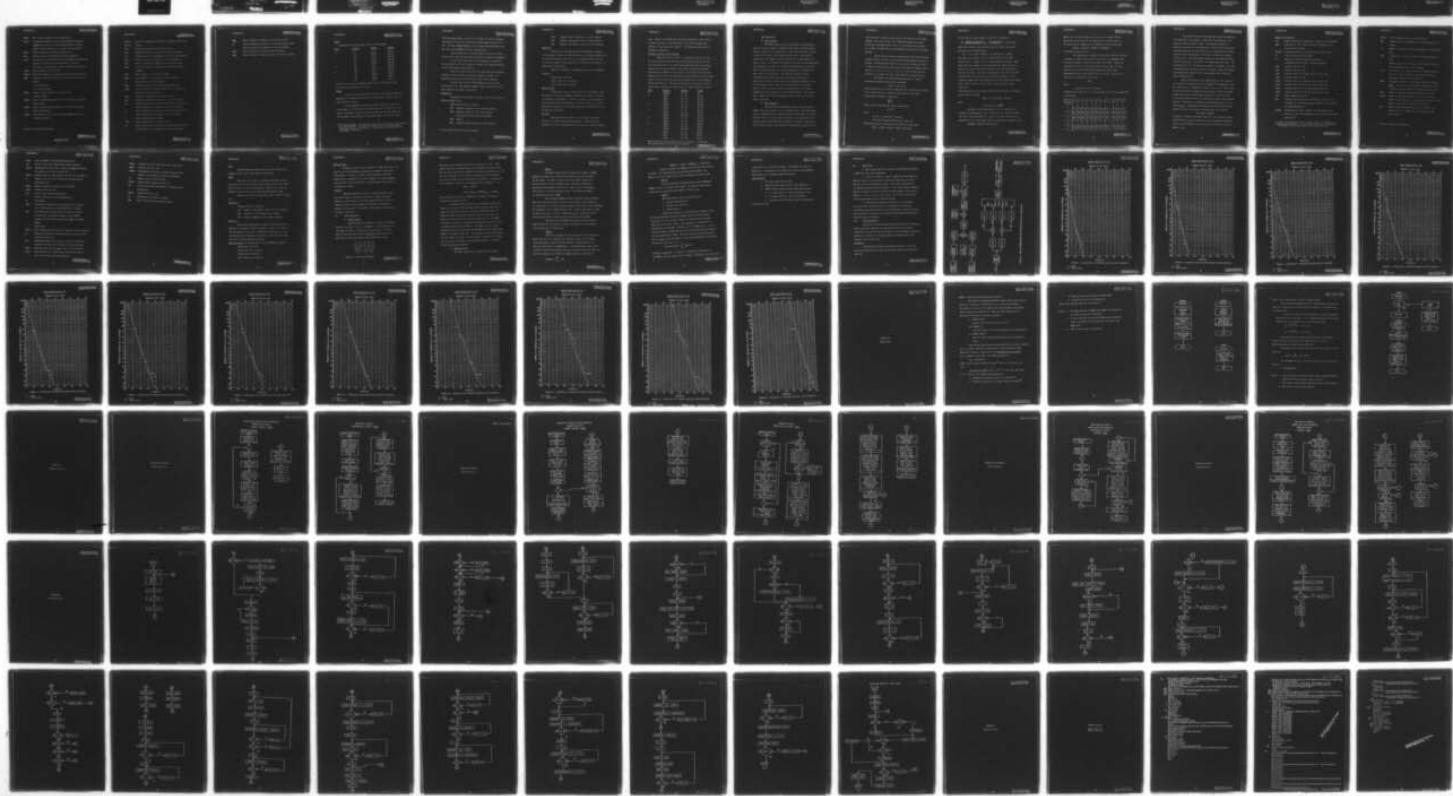
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This technical note describes an adapted digital simulation program for the wave period processor. It was written by Code D603, Naval Undersea Warfare Center, San Diego Division, Subproject SF 11 121 100, Task 11197 (NUWC Problem El-19). This document has been prepared because it is believed the information contained herein will be useful to others at the Naval Undersea Warfare Center (NUWC) and to a few persons outside NUWC.

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I. INTRODUCTION

↓ The purpose of this technical note is to document the adaptation of a Wave Period Processor (WPP) Digital Simulation Program to NUWC-SD facilities. )

The Sperry Gyroscope Company of Long Island, New York developed a digital simulation program of the Wave Period Processor "to confirm the performance characteristics relating to the incentive test measurements". This simulation program was made available in December 1967 to the PAIR Project Office, Code D554.

Code D603, in its quest to enhance in-house capabilities relating to digital simulation of signal processors, undertook to adapt and implement the Sperry Programs on the AN/USQ-20 computers. The adaptation of these programs to NUWC facilities will result in the following benefits:

- a. PAIR's system analysis group will be able to analyze and predict systems performance in a timely manner.
- b. In-house capability will be enhanced by exposure to the approaches being used by others who are active in the field.

II. PROGRAM, GENERAL

The block diagram Wave Period Processor digital simulation is shown in Figure 1.

↓ The major task in the adaptation of this simulation program consisted of:

- a. Generation of a new random number generator, and
- b. Rewriting of the routines for implementation on the AN/USQ-20 computers.

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The Wave Period Processor program is modularized into 3 main independent subroutines.

- a. NOISE subroutine
- b. WAVE subroutine
- c. PROCS subroutine

The above subroutines perform the following functions:

- a. The NOISE Subroutine
  - 1. Generates random gaussian-distributed noise.
  - 2. Correlates the random noise.
  - 3. Interpolates and centers the noise at 20 kHz for the resulting narrow band gaussian noise.
- b. The WAVE Subroutine
  - 1. Combines narrow band gaussian noise and linear FM signal according to specified S/N ratios.
  - 2. Measures each twelve period interval of the wave.
  - 3. Computes the modulo-32 integer values of the wave measurements.
- c. The PROCS Subroutine
  - 1. Generates the zone logic
  - 2. Performs range bin detection
  - 3. Computes statistical information

In order to better understand the functions of the WPP Simulation Programs as related to the hardware, a brief description of the hardware system will be presented.

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## III. WAVE PERIOD PROCESSOR DESCRIPTION\*

The WPP is an active search signal processor. It receives signals continuously from all 48 active beams and outputs digital amplitude as a function of bearing and time (range). The output data appears on the B-Scan CRT display as horizontal strokes in a matrix of 48 bearing bins by 240 range bins. Strokes may depict returns from a single transmitted ping or from five pings, in which case the 240 range bins are reduced to 48, each of which accommodates 5 strokes representing the same range.

The 48 beams are amplified and heterodyned to 20 kHz at which frequency very narrow bandpass filters are available (about 440 Hz). All 48 channels are then clipped and passed through "digitizers". A "digitizer" is a frequency measuring device which expresses the frequency of the input waves as an output 5-bit number. With the 440 Hz input bandwidth divided into 32 intervals, each of the possible 32 output numbers represents a frequency interval of some 14 Hz. Forty-eight zone logic and integrator circuits examine the modulo-32 numbers from the digitizers for a pattern of counts which reveals the presence of the linear FM slide in the received signal. Logic zones are established, and input signal counts are made in these zones. Noise or dissimilar input signals produce equal counts in all zones; deviations are indicative of signal returns, the magnitudes representing the signal strength. "Integration and peak detection", as used here, refer to a process of accumulating samples and storing the largest counts for

\* PAIR System Docket 9287-02120, Sperry Rand Corporation

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outputting serially through Display Control to the B-Scan CRT. A count is obtained on each of the 48 bearing channels every 720 microseconds which is every 15 microseconds per datum.

#### IV. NOISE SUBROUTINE

##### A. Noise, General

As the first stage of the Wave Period Processor simulation, the noise simulation is the standard representation of bandpass noise as the sum of uncorrelated quadrature components. The random (pseudo-random) noise generator provides two independent samples and this uncorrelated gaussian noise is passed into identical digital filters synthesized from the impulse response of the low pass equivalent, 470 Hz bandpass filter in the system. The outputs from the filters are the amplitudes of the in-phase and quadrature components of the correlated noise. These outputs are respectively multiplied by the sine and cosine of the carrier frequency to obtain the in-phase and quadrature components of the correlated narrow band noise at bandpass. The components are then summed and recorded on magnetic tape. Constants for the digital filter used to simulate the 470 Hz filter are generated by another program.

##### B. Noise, Detailed

The noise program KAVEE and its subroutines BLOCK, GAUSS, and RANDM generate approximately 16 seconds of simulated real-time random noise. Each of the 101 blocks contains 16,128 independent samples, each sample or word representing 10 microseconds of data. This block size corresponds to the requirement of the wave period program in which the signal wave repeat cycle is 0.16128 seconds.

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The random number generator RANDM\* produces a pseudo-random number uniformly distributed between zero and one. The routine GAUSS\* obtains two random numbers from RANDM,  $R_1$  and  $R_2$ , and in turn delivers  $G_1 = (-2 \ln R_1)^{1/2} \sin 2\pi R_2$  and  $G_2 = (-2 \ln R_1)^{1/2} \cos 2\pi R_2$  which are independently gaussian distributed with zero mean and unit variance.

The subroutine BLOCK performs the major computations for one block of noise (16128 samples). Input parameters to the noise program for sampling time (T), Bandwidth (BW), and the Z-transform coefficients (C1-C9) of the Butterworth filter are computed elsewhere by the program CONSTS (plus routines BUTRW5 and INVRT6) and are read from cards by BLOCK. These are read only once, since the same values are used for each of the 101 blocks of noise which comprise one complete noise run. For the first runs,  $T=50$  microseconds,  $BW=471.2$  Hz.

The two gaussian random numbers represent uncorrelated noise samples for the sine and cosine channels with zero mean and unit variance. These are produced every 50 microseconds. The uncorrelated samples are passed through the two-step recurrence equations to obtain low-pass correlated noise.

For Sine Channel:

$$YS_i = C_6 \cdot XS_{i-1} + C_7 \cdot XS_{i-2} + C_8 \cdot XS_{i-3} + C_9 \cdot XS_{i-4}$$

where:

$$XS_i = C_1 \cdot XS_{i-1} - C_2 XS_{i-2} + C_3 \cdot XS_{i-3} - C_4 \cdot XS_{i-4} + C_5 \cdot XS_{i-5} + G_1$$

\* Complete descriptions of these routines are enclosed in Appendix A

For Cosine Channel:

$$YC_i = C_6 \cdot XC_{i-1} + C_7 \cdot XC_{i-2} + C_8 \cdot XC_{i-3} + C_9 \cdot XC_{i-4}$$

where:

$$XC_i = C_1 \cdot XC_{i-1} - C_2 \cdot XC_{i-2} + C_3 \cdot XC_{i-3} - C_4 \cdot XC_{i-4} + C_5 \cdot XC_{i-5} + G_2$$

$C_1$ - $C_9$  are the Z-transform coefficients of the Butterworth filter.  $G_2$  is the zero mean, unit variance random number generated by subroutine GAUSS.

A three-point Lagrange interpolation is applied to the low-pass outputs of the second stage recurrence equations to produce one sample every 10 microseconds. Narrow band noise is desired, centered at 20 kHz. The low-pass outputs are therefore multiplied respectively by the sines and cosines of multiples of  $72^\circ$ , which correspond to 10 microseconds of a 20 kHz wave, and the two channels are combined.

For  $w_1 = \sin \omega_0 t_i$  and  $w_2 = \cos \omega_0 t_i$ ,

$$Y_i = L_1 \cdot w_1 \cdot YS_{i-2} + L_2 \cdot w_1 \cdot YS_{i-1} + L_3 \cdot w_1 \cdot YS_i + L_1 \cdot w_2 \cdot YC_{i-2} \\ + L_2 \cdot w_2 \cdot YC_{i-1} + L_3 \cdot w_2 \cdot YC_i$$

where  $L_i$  is the Lagrange interpolation constant,  $YS_i$ 's and  $YC_i$ 's are the low-pass outputs from the sine and cosine channel second stage recurrence equations,  $\omega_0$  is the desired channel band center, and  $Y_i$  is the final output value.

In actuality, the constants  $L_1 w_1$  through  $L_3 w_2$  in the above equation are pre-multiplied. The  $L_i$ 's are the three-point interpolation constants for the intervals  $-0.4, -0.2, 0.0, +0.2, +0.4$ .\* The  $w_i$ 's are the numerical values for the sines and cosines of  $72^\circ, 36^\circ$ , and  $0^\circ$ .

\* p.70, Lagrangian Methods, Introduction to Numerical Analysis, F.B. Hildebrand

Five noise samples,  $Y_i$ , are therefore generated each cycle of the recurrence and interpolation/centering equations, one each 10 microseconds for the original 50 microsecond sample. However, since 5 is an uneven factor of 16128, the noise block size, a modulo- 5 indexing scheme has been employed. In a set of 5 blocks:

$J = 0$ : Block 1 - 16130 samples are computed.

$J = 2$ : Block 2 - 2 extra samples from first block begin second block, and 16130 new samples are computed.

$J = 4$ : Block 3 - 4 extra samples from second block begin third block, and 16125 new samples are computed.

$J = 1$ : Block 4 - 1 extra sample from third block begins fourth block, and 16130 new samples are computed.

$J = 3$ : Block 5 - 3 extra samples from fourth block begin fifth block, and 16125 new samples are computed.

The extra samples computed for one block of noise are moved to the beginning of the next block and the noise function is therefore continuous. A maximum of 16132 samples may be present at one time, even though only 16128 samples are used in any one noise block for output.

The subroutine BLOCK concludes by writing one block of 16128 narrow band gaussian noise values on magnetic tape and computing the mean of the sum and the mean of the sum of the squares for the 16128 noise values.

The control routine for the noise generation, KAVEE, calls on the subroutine BLOCK a total of 101 times for one complete noise run. Each time the control routine calls the subroutine BLOCK, plus once after

the final call, it will print the BLOCK input parameters, including the current block number, indices, modulo- 5 index, initial entry flag, current starting point of the random number generator, and current values of the two step recurrence equations. The control routine will output the mean and mean of squares values and compute and output the variance and standard deviation, all for each noise block. At the end of a complete run, it will also compute and output the mean, mean of squares, variance, and standard deviation from the mean values of all noise blocks combined.

The total output for 101 blocks of noise is approximately 1500 feet of magnetic tape. Since each group of 16,128 words is needed to generate 224 samples of the wave period measurements, one complete noise tape will provide  $101 \times 224 = 22,624$  samples of wave period measurement.

Symbol Correspondence

ABS	Library routine for absolute value of a real argument.
ALOG	Library routine for natural logarithm of a real argument.
ANGLE	Second of the pair of random numbers used to compute two gaussian distributed numbers.
BLKS	Maximum number of noise blocks, in floating point.*
BLOCK	Name of subroutine which performs the noise computations.
BW	Bandwidth of Butterworth filter (471.2 Hz).**

\*Mixed mode arithmetic is not available; therefore, constants must be entered in any and all modes in which they are used.

\*\*Numbers in parentheses refer to values used in first NUWC run.

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C1-C9 Z-transform coefficients of Butterworth filter.

CAL-CA3 Three point Lagrange interpolation constants for the

CB1-CB3 cosine channel.

COS Library routine for trigonometric cosine of a real argument.

DENOM Number of samples for one noise block, in floating point.

DUMMY Dummy argument used to set the random number generator.

G Array containing 1/MULTP of a noise block (288).  
(previously\* equal to length of one magnetic tape record)

GAUSS Function subroutine which computes gaussian distributed random numbers.

II Indicator for number of noise blocks written on output tape.

IFLAG Indicator for first or second entry to routine GAUSS  
IFLAG = 0, pick up sine channel gaussian value  
IFLAG = 1, pick up cosine channel gaussian value (no longer used in routine BLOCK)

IMAX Major processing index for the 5-step noise generation equations.

IRAND3 Entry to random number generator that will obtain the last random number, which is also the starting point for the next random number.

J Modulo 5 counter for shifting extra values (> 16128) from the end of one noise block to the beginning of the next block.

\*Refers to Sperry program format.

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KAVEE Main control routine for noise generation.

LNGTH Intermediate number of noise points generated equalling  
1/MULTP of one block of noise (288) (originally equal to  
number of noise samples on one magnetic tape record.\*)

MLTML Equal to MULTP-1 for indexing purposes (55).

MOD Library routine for remaindering integer arguments.

MULTP Multiplication factor which, along with LNGTH, determines the  
length of 1 block of noise (56) (previously equal to  
the number of magnetic tape records for one noise block.\*)

NBLKS Maximum number of noise blocks.

NBLOCK Index and indicator for current noise block being processed.

NTRY Flag which indicates initial pass in a given execution of  
program.  
= 0, initial pass  
= 1, succeeding pass

NUMBR Number of noise samples in one noise block  
= MULTP x LNGTH

RANDM1 Entry to random number generator to obtain the next pseudo-  
random number.

RANDM2 Entry to random number generator to store a new starting  
point for generator.

RNDSET Octal number used to start the random number generator at  
a particular point.

\*Refers to Sperry program format.

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MLTML Equal to MULTP-1 for indexing purposes (55)

MOD Library routine for remaindering integer arguments

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SAL-SA3 Three point Lagrange interpolation constants for the sine  
SB1-SB3 channel  
SIGY Standard deviation for one block of noise.  
SIGZ Standard deviation for all blocks of noise combined.  
SIN Library routine for trigonometric sine of a real argument.  
SQRT Library routine for square root of a real argument.  
SSQY Sum of the squares of samples for one block of noise.  
SSQZ Sum of the squares of samples for all blocks of noise  
combined.  
SUMY Sum of samples for one block of noise.  
SUMZ Sum of samples for all blocks of noise combined.  
T Butterworth filter sampling time.  
TEMP Temporary location for intermediate calculations.  
TRANR First of the pair of random numbers used to compute two  
gaussian distributed numbers.  
VARY Variance of samples for one block of noise.  
VARZ Variance of samples for all blocks of noise combined.  
XC Array containing the previous four and the current first-  
step recurrence noise numbers for the cosine channel.  
XS Array containing the previous four and the current first-  
step recurrence noise numbers for the sine channel.  
Y Array containing noise samples.  
YBAR Mean of samples for one block of noise.  
YC Array containing the previous two and the current second-  
step recurrence noise numbers for the cosine channel.

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YMSQ      Mean of squares of samples for one block of noise.  
YS          Array containing the previous two and the current second-  
              step recurrence noise numbers for the sine channel.  
ZBAR        Mean of sample for all noise blocks combined.  
ZMSQ        Mean of squares of samples for all noise blocks combined.

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INPUT

4 punched cards contain input values for the program:

<u>Card</u>	<u>Variable</u>	<u>Columns</u>	<u>Format*</u>
1	T	5-27	E23.16
	BW	32-54	E23.16
2	C <sub>1</sub>	4-26	E23.16
	C <sub>2</sub>	31-53	E23.16
	C <sub>3</sub>	58-80	E23.16
3	C <sub>4</sub>	5-27	E23.16
	C <sub>5</sub>	32-54	E23.16
4	C <sub>6</sub>	5-19	E15.8
	C <sub>7</sub>	24-38	E15.8
	C <sub>8</sub>	43-57	E15.8
	C <sub>9</sub>	62-76	E15.8

In the case of the noise program, double precision variables T, BW, C1-C5 are entered through an E field.

OUTPUT

A list of the Z-transform coefficients, the sampling time, and bandwidth of the Butterworth filter are printed out as soon as they are read in from the cards.

At the beginning of each noise block computation, the noise block number, two indices which combined indicate the length of a noise block, the modular 5 index, initial pass flag, and the last number (in octal integer form) generated by the random number routine are printed.

\*"In format statements used for data input, E, F, and G field specifications are interchangeable. In addition, Double Precision variables may be entered with those specifications". Fortran IV for the NUWC (SD) 1230 and AN/USQ-20 computers.

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The last random number is useful if one wishes to stop the program and restart it later at the point the random number generator left off. The call, RANDM2 (RNDSET), to the random number generator will put the variable RNDSET in as the starting point.

The sine and cosine recurrence tables XS, XC, YS, YC are printed out so that they may also be entered to restart the program.\*

At the end of each noise block computation, the mean of the sum, mean of the sum of squares, variance, and standard deviation of the 16128 samples are printed out.

After one entire noise run (101 blocks) has been completed, the mean of the sum, mean of the sum of squares, variance, and standard deviation are printed for all noise blocks combined.

The 101 noise blocks of 16128 samples each are written identically on two IBM compatible magnetic tapes, and an end of file mark completes the output on each tape.

#### Subroutines

Descriptions of functions and entry points of the routines GAUSS and RANDM follow.

Library functions used include:

MOD      Computes remainder of two integer arguments.

SQRT      Computes square root of a real argument.

plus those called by the routine GAUSS

SQRT      (Above)

ABS      Computes absolute value of a real argument.

\* See "Consecutive Runs of Noise Program"

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ALOG      Computes natural logarithm of a real argument.  
SIN      Computes trigonometric sine of a real argument.  
COS      Computes trigonometric cosine of a real argument.

Execution

Fortran IV on the NUWC (SD) 1230 and AN/USQ-20 computers is an automatic compile and execute system, so the entire program deck, as listed following, is used for a run. A PAUSE has been inserted to stop the program at the beginning of execution for the purpose of mounting the output tapes.

Tape unit assignments for NUWC-SD Univac 1230 or AN/USQ-20 computers:

System tape on Unit M1

Noise output tape on Unit M2

Noise output tape on Unit M3

Execution Time

To generate one block of noise data of 16128 samples takes 25 minutes on the Univac AN/USQ-20 computer and 1 minute 15 seconds on the Univac 1230 computer. However, in order to take advantage of the fast double precision hardware on the 1230 computer, the entire program was converted to double precision, with a running time of 50 seconds per noise block.

Accuracy

Double precision arithmetic is used in the recurrence formulas to generate the  $XS_i$  and  $XC_i$  values. Single-precision arithmetic is used to generate the noise values for output on magnetic

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tape. However, as stated above, the entire program was also written in double precision to take advantage of the fast floating point hardware on the Univac 1230 computer. The program in both forms is included in Appendix C.

Consecutive Runs of Noise Program

When more than 101 blocks of continuous noise are desired, the last values from the two-step recurrence equation tables and the last starting point of the random number generator must be initially entered into the noise program. Seven cards contain the generator starting point, RNDSET, the five values for the first-step recurrence equation for both the sine (XS) and cosine (XC) channels, and the three values for the second-step recurrence equation for the sine (YS) and cosine (YC) channels. The double precision noise program included in this document contains the instructions for loading the above values.

<u>CARD</u>	<u>VARIABLE</u>	<u>COLUMNS</u>	<u>FORMAT</u>
1	RNDSET	9 - 20	012
2	XS(1)	4 - 26	D23.16
	XS(2)	30 - 52	D23.16
	XS(3)	56 - 78	D23.16
3	XS(4)	4 - 26	D23.16
	XS(5)	30 - 52	D23.16
4	XC(1)	4 - 26	D23.16
	XC(2)	30 - 52	D23.16
	XC(3)	56 - 78	D23.16
5	XC(4)	4 - 26	D23.16
	XC(5)	30 - 52	D23.16
6	YS(1)	4 - 26	D23.8*
	YS(2)	30 - 52	D23.8
	YS(3)	56 - 78	D23.8
7	YC(1)	4 - 26	D23.8
	YC(2)	30 - 52	D23.8
	YC(3)	56 - 78	D23.8

\*The second-stage values would be entered through E w.d field for the primarily single precision noise program.

## V. WAVE SUBROUTINE

A. Wave, General

The WAVE program is the second stage of the simulation, using as input the output, on magnetic tape, from the NOISE program. The noise samples are combined with a linear FM slide which is scaled to provide the proper input signal-to-noise ratio. The combined signal plus noise samples are then observed for a sign change from minus to plus. To increase the accuracy of the wave period measurement, an interpolation is made for the first and thirteenth zero crossing and for every thirteenth zero crossing thereafter to determine the exact time of zero crossover. The time for thirteen of these crossings denotes twelve periods of the wave and this time is presented to a mod-32 counter driven by a simulated digital clock at a 2.424 megacycle rate. The output of this counter is a number between 0 and 31 and occurs every 720 microseconds of the data, producing 224 wave measurements every 0.16128 seconds. The integer mod-32 numbers are written on magnetic tape for input to the third stage of the WPP.

B. Wave, Detailed

The wave period measurement program, WAVE, generates a signal wave with a repeat cycle of 0.16128 seconds. Gaussian random noise is combined with the signal according to specified input signal-to-noise ratios. A twelve period interval of the resulting wave is measured every 720 microseconds, truncated to integers, taken mod-32, and written as output. This produces 224 measurements per cycle for

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each S/N ratio, of which 12 were used in the first run of the WAVE program. The result is  $224 \times 12 = 2688$  measurements per output record and, considering 101 cycles, or 101 distinct noise blocks,  $101 \times 2688 = 271,488$  total wave measurements for one run of the WAVE program.

The 16 seconds of narrow band gaussian noise from the NOISE program provides the input to the wave period measurement simulation program. The WAVE program adds this noise data to different levels of signals to generate the signal plus noise waves at signal-to-noise ratios of  $-\infty$ , -6, -4, -3, -2, -1, 0, +1, +2, +3, +4, and +6 db for the first run of WAVE, the first input S/N ratio being noise only.

The signal is a linear FM slide generated as follows:  
A frequency modulated signal can be expressed

$$a(t) = A \cos \theta(t),$$

where the amplitude A is kept constant and the instantaneous frequency of the cosine function is varied in accordance to the signal.

Instantaneous frequency is defined as

$$\frac{\theta(t)}{2\pi},$$

which, for a linear FM slide, may be expressed as

$$F + \Delta F t$$

where

$$F = \text{carrier frequency} = 20,000 \text{ hz}$$

$$\Delta F = \text{peak frequency deviation per slide time}$$

Integrating the above expression with respect to time yields

$$\theta(t) = 2\pi \int (F + \Delta F t) dt = 2\pi(Ft + \Delta F t^2/2) + \theta_0$$

For the WPP, the peak frequency deviation is computed as

$$\Delta F = \frac{\text{Frequency bandwidth}}{\text{Slide transmission time}} = \frac{440 \text{ cycles/sec.}}{0.16128 \text{ sec.}} = 2728 \text{ hz/sec}$$

Therefore, assuming unity amplitude and zero phase, the linear FM signal can be represented as

$$(1) \quad S = \cos 2\pi(Ft + \Delta F t^2/2) = \cos 2\pi(20,000t + 1364t^2)$$

The signal has a repeat cycle of 0.16128 seconds or 161,280 microseconds. A sample time of 10 microseconds was chosen. This means that the strength of the signal (and the random noise) at the end of every 10 microsecond interval, i.e., at 16128 points, must be calculated. As input to the program, there are 101 blocks of 16128 points of white noise, allowing the generation of 101 different signal plus noise waves from the one 0.16128 second signal wave. This is done for each of the 12 signal to noise ratios specified.

In the generation of the signal with equation (1) above, each signal point J may be computed

$$S(J) = \cos 2\pi(20,000t + 1364t^2)$$

where

$$t = 10 \mu\text{sec} (J - \frac{16129}{2})$$

Initially in the WAVE program, a set of constants are computed for amplitudes of 1 db, 2 db, 3 db, 4 db, 6 db, and others not used in the first WAVE run. A set of 12 scale factors L are computed for the 12 S/N ratios desired, using the db constants, where

$$\text{SCALE}(L) = \text{RMS} \times \sqrt{2} \times \text{DB Constant}$$

RMS is the root mean square value of the noise computed during generation of the noise and is injected as a correction factor.

The noise and the signal are then combined in the following way:

$$SPN(J) = NOISE(J) + SCALE(L) \times SIGNAL(J)$$

for signal-to-noise ratio L.

The signal may be combined with the noise only at specified intervals to obtain a more realistic waveform. An explanation may be given by example of the first program run at NUWC. Signal was combined with noise for each third noise block so that, for each S/N ratio, two noise blocks (16128 samples per block) were interspersed between each signal plus noise block. Therefore, for each noise or signal plus noise block

$$SPN_I$$

where

$$I = S/N \text{ ratio from 1 through 12,}$$

remembering S/N ratio (1) =  $-\infty$  or noise only, the following arrangement is generated:

Block #	1	2	3	4	5	6	7	8	----	99	100	101
S/N Ratio #												
1	SPN <sub>1</sub>	SPN <sub>1</sub>	SPN <sub>1</sub>	SPN <sub>1</sub>	SPN <sub>1</sub>	SPN <sub>1</sub>	SPN <sub>1</sub>	SPN <sub>1</sub>	----	SPN <sub>1</sub>	SPN <sub>1</sub>	SPN <sub>1</sub>
2	SPN <sub>2</sub>	SPN <sub>1</sub>	SPN <sub>1</sub>	SPN <sub>2</sub>	SPN <sub>1</sub>	SPN <sub>1</sub>	SPN <sub>2</sub>	SPN <sub>1</sub>	----	SPN <sub>1</sub>	SPN <sub>2</sub>	SPN <sub>1</sub>
3	SPN <sub>3</sub>	SPN <sub>1</sub>	SPN <sub>1</sub>	SPN <sub>3</sub>	SPN <sub>1</sub>	SPN <sub>1</sub>	SPN <sub>3</sub>	SPN <sub>1</sub>	----	SPN <sub>1</sub>	SPN <sub>3</sub>	SPN <sub>1</sub>
4												
5												
6												
7												
8												
9												
10												
11												
12	SPN <sub>12</sub>	SPN <sub>1</sub>	SPN <sub>1</sub>	SPN <sub>12</sub>	SPN <sub>1</sub>	SPN <sub>1</sub>	SPN <sub>12</sub>	SPN <sub>1</sub>	----	SPN <sub>1</sub>	SPN <sub>12</sub>	SPN <sub>1</sub>

The actual wave period measurements are made by examining the signal plus noise samples of each above wave separately for a change in sign from minus to plus. The simulation detects 13 successive positive zero crossings and, if the first and thirteenth crossing points are not identically zero, an interpolation is made on those two points, assuming a sine wave, to obtain more accurate crossing times. The time elapsed between the first and thirteenth crossings determines 12 periods of the signal plus noise wave. 720 microseconds (or 72 - 10 microsecond samples) are added to the first crossing time and the above process is repeated. Thus, 224 elapsed time measurements (called TT's in the program) will be obtained every 0.16128 seconds.

Each of the elapsed time measurements are then subjected to a modular 32 counter driven by a simulated 2.424 megacycle clock. Also injected is a sliding preset which is set to zero at the start of each 224 FM slide transmission and is preset to the next higher counter state every seventh sample period (i.e., every 7 TT's). In an actual system, however, the counter may start in any arbitrary position. This effect is remedied by an averaging process in the third program. The elapsed time measurements (TT's) are therefore combined with the clock and the sliding preset in the manner

TT x CLOCK + PRESET,

truncated to integers, and taken modulo-32. The resulting integer numbers between 0 and 31 (denoted IT's by the program and having a one to one correspondence with the TT's) are written as output on magnetic tape.

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Symbol Correspondence

**COS** Library routine for trigonometric cosine of a real argument  
**DELT** Scale factor,  $10^{-5}$ , used in various calculations; also,  
 10 microsecond constant  
**DBIPHF** Constant value for 1 1/2 db (not used in first run)  
**F0** Carrier frequency (20,000 kHz)\*  
**F1** One-half of the peak frequency deviation:  
 $1/2(\text{bandwidth}/\text{cycle time}) = 1/2(440.0/0.16128)$   
**F3DB** Constant value for 3 db  
**F4DB** Constant value for 4 db  
**F5DB** Constant value for 5 db (not used in first run)  
**F6DB** Constant value for 6 db  
**F12DB** Constant value for 12 db (not used in first run)  
**F18DB** Constant value for 18 db (not used in first run)  
**F24DB** Constant value for 24 db (not used in first run)  
**F30DB** Constant value for 30 db (not used in first run)  
**FBW** Signal bandwidth (440 Hz)  
**FNP** Floating point value \*\* for the number of positive zero  
 crossings for one wave measurement (number of wave periods  
 for each measurement)  
**FNUMBR** Floating point value of number of noise samples in one  
 block; also the slide transmission time  $X 10^5$  or the repeat  
 cycle  $X 10^{-5}$

\* Numbers in parenthesis refer to values used in first NUWC run.

\*\* Mixed mode arithmetic is not available; therefore, constants must  
 be entered in any and all modes in which they are used.

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ICROSS Index for NP positive zero crossings (12)  
INT Library routine for truncation of a real argument to an integer  
IT Modulo - 32 integer wave period measurements computed from TT's  
ISET Sliding preset combined with TT's in forming modulo - 32 IT's  
J General index; also, current position within noise block when computing positive zero crossings  
I2,I6 Previously \* were status locations for NTRAN operations which wrote IT's on magnetic tape; Equal to LTT for successful operation. No longer used.  
LNGTH Intermediate number of noise points generated equalling  $\frac{1}{MULTP}$  of one block of noise (288). Originally \* equal to number of noise samples on one magnetic tape record.  
LOUT Number of wave period measurements per cycle (224).  
LSCALE Number of signal/noise ratios to consider; therefore, number of scale factors to calculate and the number of S/N ratios to calculate for each noise block (12).  
LTT Number of wave measurements per cycle X number of S/N ratios (224 X 12 = 2688); Size of one magnetic tape record of IT's

\* Refers to Sperry program format.

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MLTM1 Equal to MULTP-1 for indexing purposes (55)  
MOD Library routine for remaindering integer arguments  
MULTP Multiplication factor which, along with LNGTH, determines  
the length of one block of noise (56)  
NBLKS Maximum number of noise blocks to be used for one WAVE run  
NP Number of positive zero crossings for one wave period  
measurement (12)  
NUMBR Number of samples in one noise block (16128)  
ONEDB Constant value for 1 db  
OSCL Digital clock frequency calculation  
 $(2.424 \times 10^6 \text{ cycles}) = (2.424 \text{ megacycles})$   
PI  $\pi(3.1415927)$   
PLIN Intermediate calculation for interpolation of positive  
zero crossing; Equal to  $0^+ \text{value} / (0^+ \text{value} - 0^- \text{value})$   
RMS Root mean square of noise used as a correction factor  
for S/N ratio scale factors; Equal to the standard  
deviation for the total noise run (see SIGZ in program  
KAVEE)  
S Signal value  
SCALE Array containing scale factors for Signal + Noise computations  
SJ Floating point value for J when used as the position index  
within the noise block  
SPN Temporary storage for one block of noise; also signal is  
combined with the noise for signal + noise values here  
SQRT2 Numerical value for the square root of 2.0 (1.4142136)  
START First positive zero crossing and therefore the start of  
one set of 224 wave period measurements

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TENDB Constant value for 10 db (not used in first run)  
THRDB Constant value for 3 db  
TNUMBR Intermediate calculation of signal relating to the  
number of noise samples in one block (16129/2)  
TP Repeat cycle (0.16128 seconds)  
TSCALE Digital clock frequency scaled  $10^{-5}$   
TT A twelve period wave measurement of elapsed time in  
microseconds  
TWODB Constant value for 2 db  
TX Intermediate calculation of signal  
WAVE Name of wave period measurement program

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Input

One IBM compatible magnetic tape with 101 blocks of low bandpass random noise, 16128 samples in each block.

Output

Each noise block input is processed with each of the 12 S/N ratios, and one output wave record consists of  $224 \times 12 = 2688$  mod-32 integer wave period measurements. There will be 101 such 2688 word records written on an IBM compatible magnetic tape.

After each record is written, the index (1-101) is printed out.

Subroutines

Library functions called are:

COS      Computes trigonometric cosine of a real argument

INT      Truncates a real argument to an integer

MOD      Computes remainder of two integer arguments

Execution

The entire program deck is loaded, since Fortran IV at NUWC-SD is an automatic compile and execute system. A listing of the WAVE program is enclosed. A PAUSE has been inserted to stop the program at the beginning of execution so that the noise input tape and the output tape may be mounted.

Tape Assignments for NUWC-SD Univac 1230 or AN/USQ-20 computers

System tape on Unit M1

Noise input tape on Unit M2

Scratch tape on Unit M3

Wave output tape on Unit M4

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Execution Time

To generate one record of wave data of 2688 words takes 2 1/2 hours on the Univac AN/USQ-20 computer and 5 minutes on the Univac 1230 computer. However, in order to take advantage of the fast double precision hardware on the 1230 computer, the entire program was converted to double precision, with an average running time of 3 minutes per record.

Accuracy

The wave program was written in single precision since the final output is integer and requires no greater precision. However, as stated above, the entire program was also written in double precision to take advantage of the fast floating point hardware on the Univac 1230 computer. The program in both forms is included in Appendix C.

VI. PROCS SUBROUTINE

A. PROCS, General

The PROCS Routine commences, as related to hardware, with the zone logic circuits. See Figure 2. The function of the zone logic circuits is to optimize the processing. In actual practice the zone logic circuits function as band pass filters. Each zone is 200 Hz wide and they are displaced by 100 Hz.

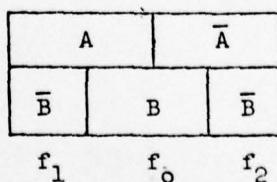


Figure 2. ZONE LOGIC SPECTRUM

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The input to the zone gate logic block are numbers 0 to 31. These numbers represent a frequency and in the program are denoted as IT's.

The zone logic circuits are simulated by dividing the numbers 0-31 into zone A, B,  $\bar{A}$  and  $\bar{B}$ . An "A" channel is generated for an IT between 0-15 and a B channel for an IT between 8-23 inclusive. A moving sum of 224 samples is taken for each channel and its complement. i.e.,

$$\text{sum}_1 = \sum \text{ZONCT}$$

$$\text{sum}_i = \text{sum}_{i-1} + \text{ZNCOUNT}_{i+223} - \text{ZONCT}_{i-1}$$

This moving sum is denoted as ANUM and its length (224 samples) represents the signal period.

As stated on the description of the hardware system, the digitizer is preset in such a manner that a coherent signal will appear as stationary frequency. Therefore, ANUM represents the number of times a particular frequency falls on a zone and is a measure of period correlation during a signal period. The ANUMS for channels A and B are compared and the maximum selected to denote the ANUM of that particular sample. The ANUM's are then range peaked detected by selecting the maximum ANUM every 672 (range bin) ANUMS in a specified range bin. In the hardware system these ANUMS are the output of the WPP. In the simulation program these numbers are used to plot probability of exceeding threshold vs threshold with input S/N as a parameter.

#### B. PROCS, Detailed

The PROCS subroutine is divided into four phases.

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Phase 1

The PROCS routine begins by reading the number of NRUNS, LSCALE, and IPEAK; then it positions the tape to the file specified by the LSCALE. The input to this routine are numbers called IT's and are stored by files on magnetic tape. Each file represents a particular input signal to noise ratio. Due to the core limitation only 11,424 of the IT's are read at first. The subroutine ZONEIT is called and each IT is ZONED.

The subroutine ZONEIT defines 8 separate zoning conditions where the zones are shifted to cover one more number to the right and one less number to the left, and where zones A,  $\bar{A}$ , B,  $\bar{B}$  each time correspond to a different set of numbers between 0-31. A sum of the number of times it falls into a zone is kept. These sums, one for Zone A and one for Zone B are divided by 8 and the results denoted as AIT or BAIT.

The output for the ZONEIT subroutine is denoted AIT and BAIT for each IT, and these are recorded in records of 224 on magnetic tape units M1 and M2 respectively.

Phase 2

After the remaining IT's are processed, M1 is rewound and again only half of the AITS are now read and stored. In this phase the moving sample sum for every 224 samples is computed and if less than 112 then the sum is complemented. If complementation takes place, in effect, the  $\bar{A}$  is the largest value and retained to represent that zone. The moving sample sum is denoted as ANUMA and can be expressed as:

$$\text{ANUMA}(1) = \sum_{i=1}^{224} \text{AIT}_i$$

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YC(2)	30 - 52	D23.8
YC(3)	56 - 78	D23.8

\*The second-stage values would be entered through E w.d field for the primarily single precision noise program.

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$$ANUMA(i) = -AIT(i) + ANUMA(i-1) + AIT(i+223)$$

Every 224 samples the ANUMA's are written on M2 following the BAITS. The remaining AIT's are processed and recorded. The BAITS are processed identically except the ANUMS are recorded on M1.

#### Phase 3

In the third phase the maximum value between ANUMA and ANUMB is chosen to represent that sample. The data is read from M1 and M2 and the output denoted as ANUM is written on M3.

#### Phase 4

The fourth phase performs three functions:

1. Performs peak detection
2. Computes the statistics
3. Prints results

Range peak detection is accomplished by reading in from M3 through ANUM and choosing the largest value every 672 samples.

At present each file of data contains 33 signal periods; therefore there will be 33 values chosen. The computation of statistics is accomplished by obtaining a distribution of the ANUM's; i.e., it will count the number of ANUMS that fall into 113 theoretical bins numbered 112-224 and denoted as ISTAT. Each bin represents a threshold value. Also it computes the percentage of total that an ANUM falls within each bin and all lower bins, i.e.,

$$\text{Percentage (\%)} = \sum_{i=1}^{32} \text{ISTAT}(i)$$

The above computation, in essence, is cumulative distribution of the ANUM's, and the results shown in Figure 3 through 14 are a pictorial

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representation of the printed results. Flow charts are shown in Appendix B. The program in its present form utilizes approximately 54000 OCTAL cells including library subroutines.

Inputs/Outputs

1. IT's (mag tape) 22400 or 22624
2. LSCALE (punched card) specifies input S/N ratio
3. IPEAK (punched card) specifies range peak detection
  - a. 1 no peak detection - print distribution only
  - b. 2 no peak detection - print distribution
  - c. 3 peak detection in range (every 672 samples) and print distribution

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VII. CONCLUSIONS

1. The primary objective to adapt the WPP simulation program to NUWC facilities was accomplished.

2. In order to obtain a clearer comparison between NUWC and Sperry's results it was decided to triple the input data to obtain greater resolution and smoother curves. The results obtained with the adapted program are nearly identical to the results Sperry obtained. Figures 3 through 14 show the results for input signal to noise ratios (DB) of  $-\infty$ , -6, -4, -3, -2, -1, 0, +1, +2, +3, +4, +6, respectively, for both the adapted and the original program.

3. Presently the program is being used to investigate processing gain, and modification to the program is underway to investigate range binning effects on processing gain. Plans are being made to modify the program to investigate (1) Mutual Ship Interference, (2) Structured Echo Analysis.

VIII. ACKNOWLEDGEMENTS

The Data Processing Program Generation and Process Simulation Group, Code D5503, NUWC-SD, was especially helpful in its timely implementation of Fortran IV on the Univac 1230 and AN/USQ-20 computers, making the conversion of the Sperry Gyroscope Company Univac 1107 programs a much simpler task.

References

"WPP Simulation Study for PAIR Sonar Systems", October 13, 1967, Sperry Gyroscope Division, Sperry Rand Corporation, Great Neck, New York.

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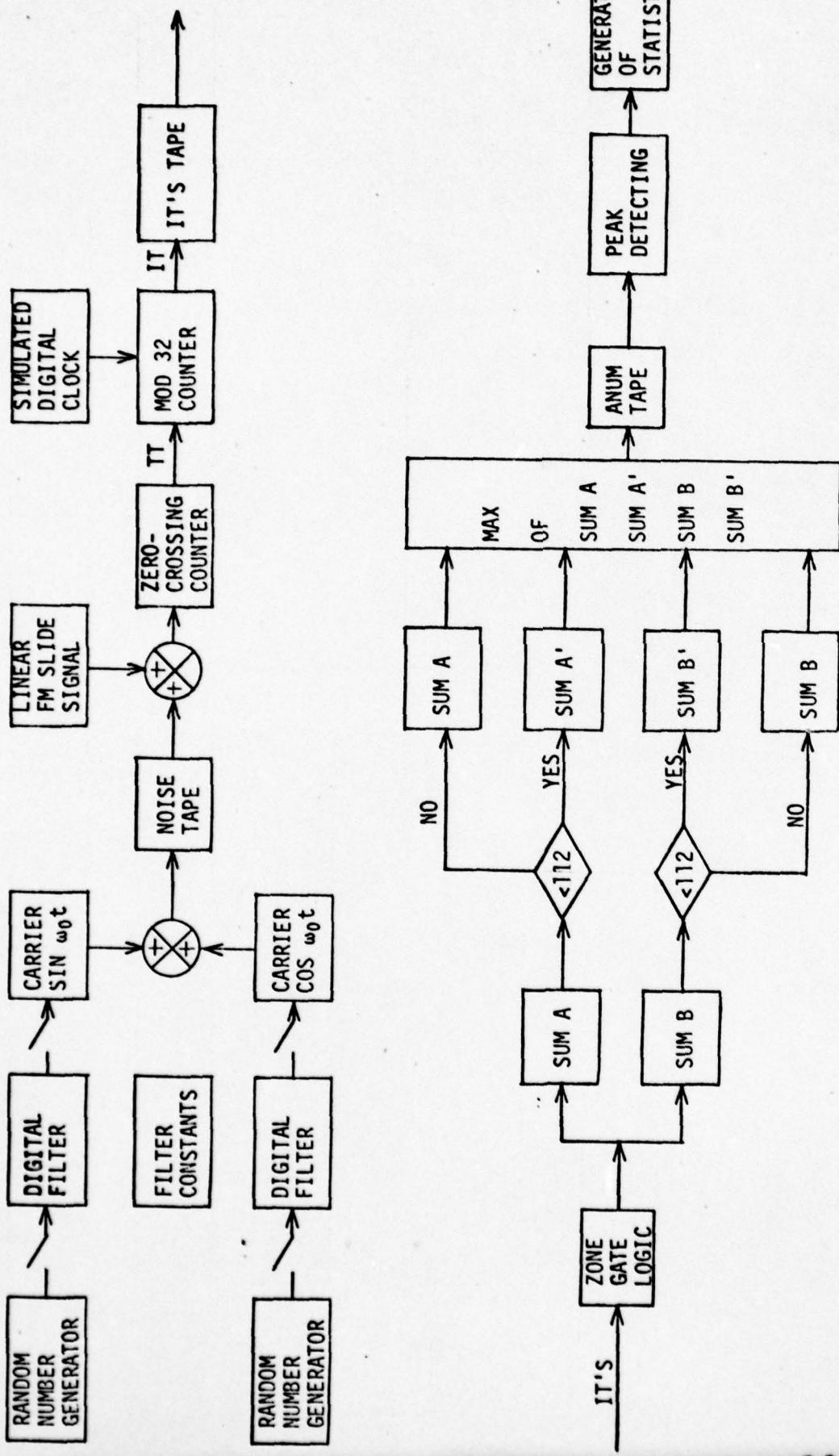


FIGURE 1: BLOCK DIAGRAM WAVE PERIOD PROCESSOR DIGITAL SIMULATION

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INPUT SIGNAL/NOISE -∞ DB

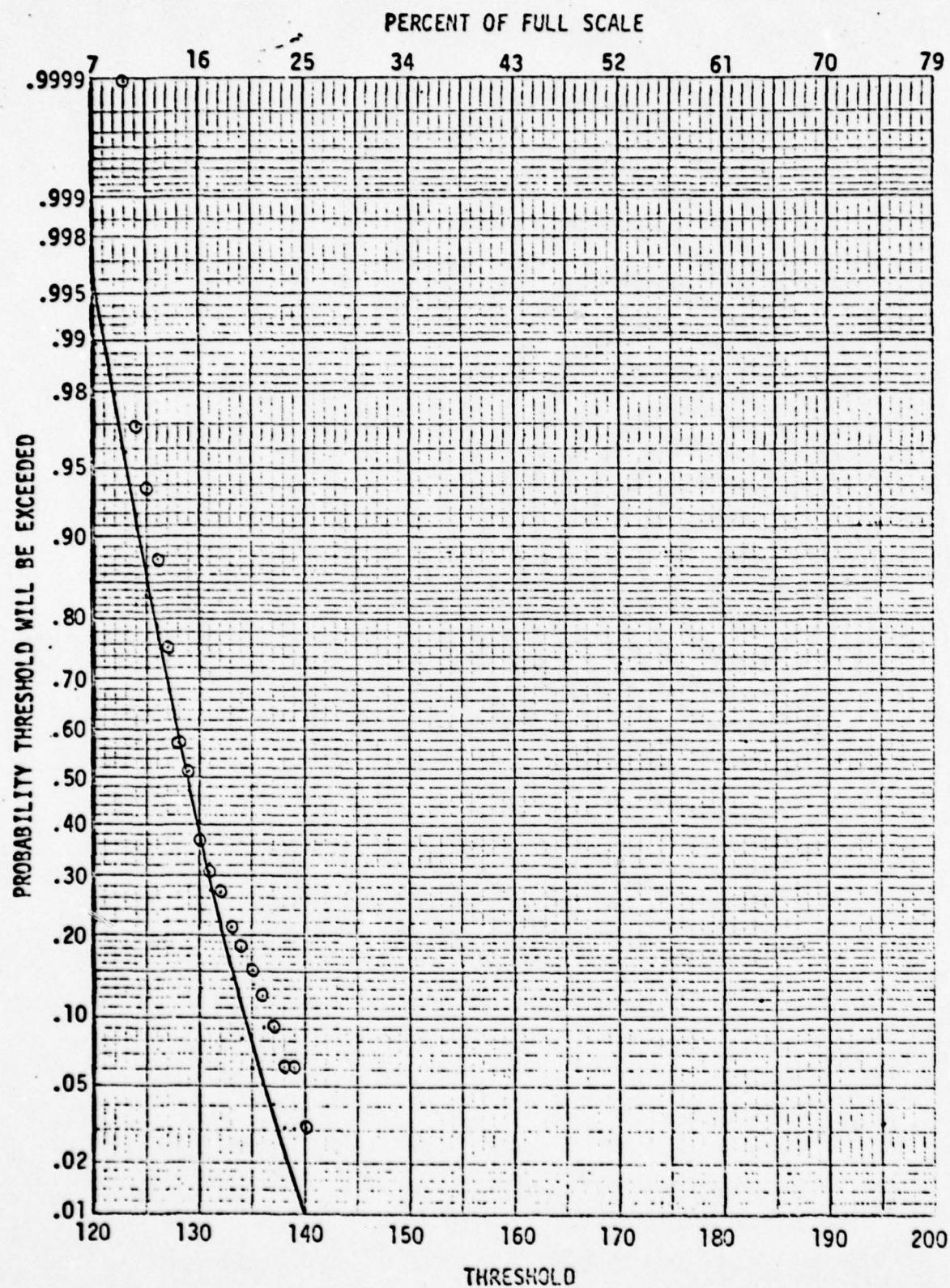


FIGURE 3: PROBABILITY OF EXCEEDING THRESHOLD VERSUS THRESHOLD

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• Sperry Rand

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INPUT SIGNAL/NOISE -6 DB

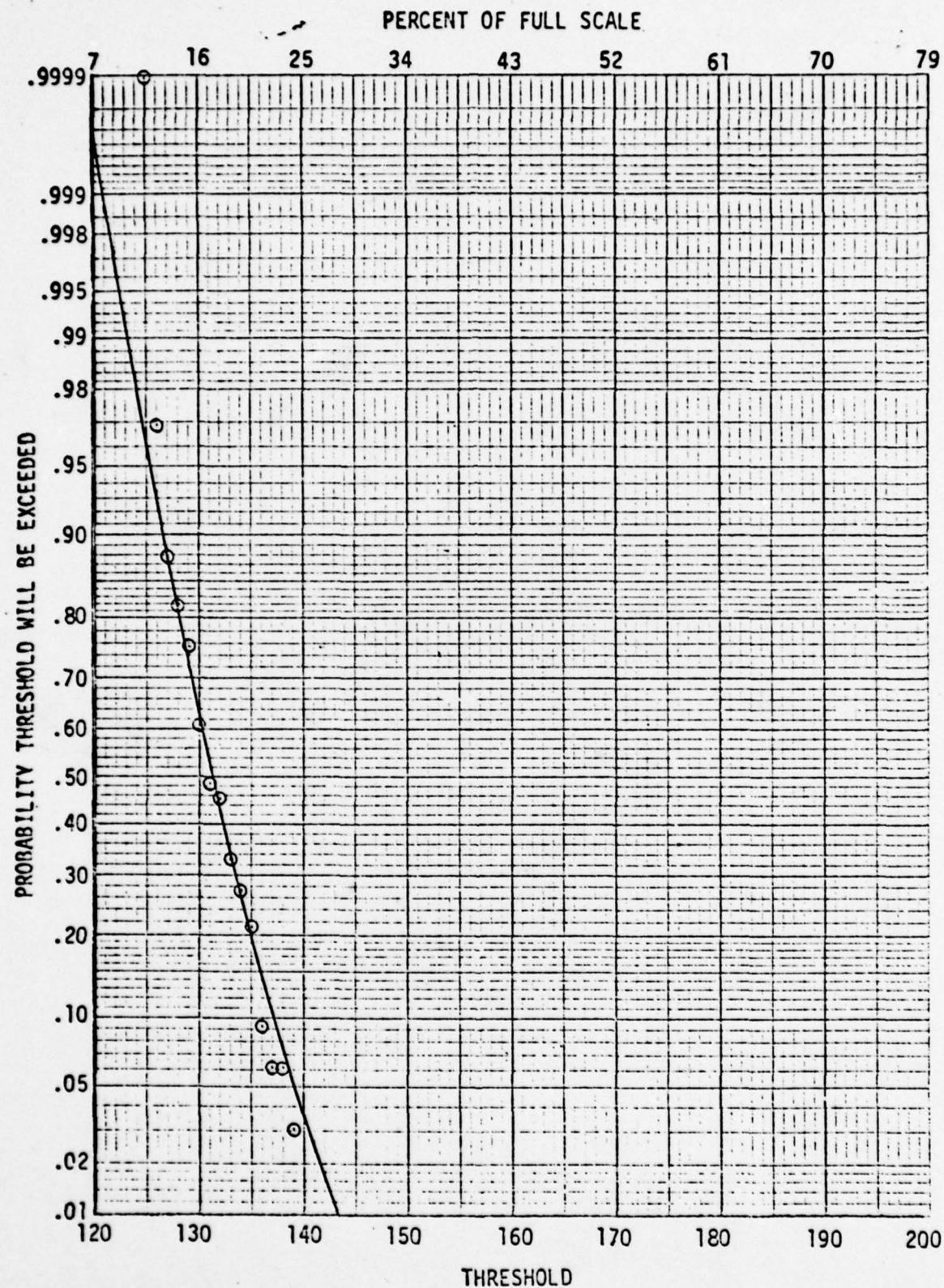


FIGURE 4: PROBABILITY OF EXCEEDING THRESHOLD VERSUS THRESHOLD

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○ Sperry Rand

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INPUT SIGNAL/NOISE -4 DB

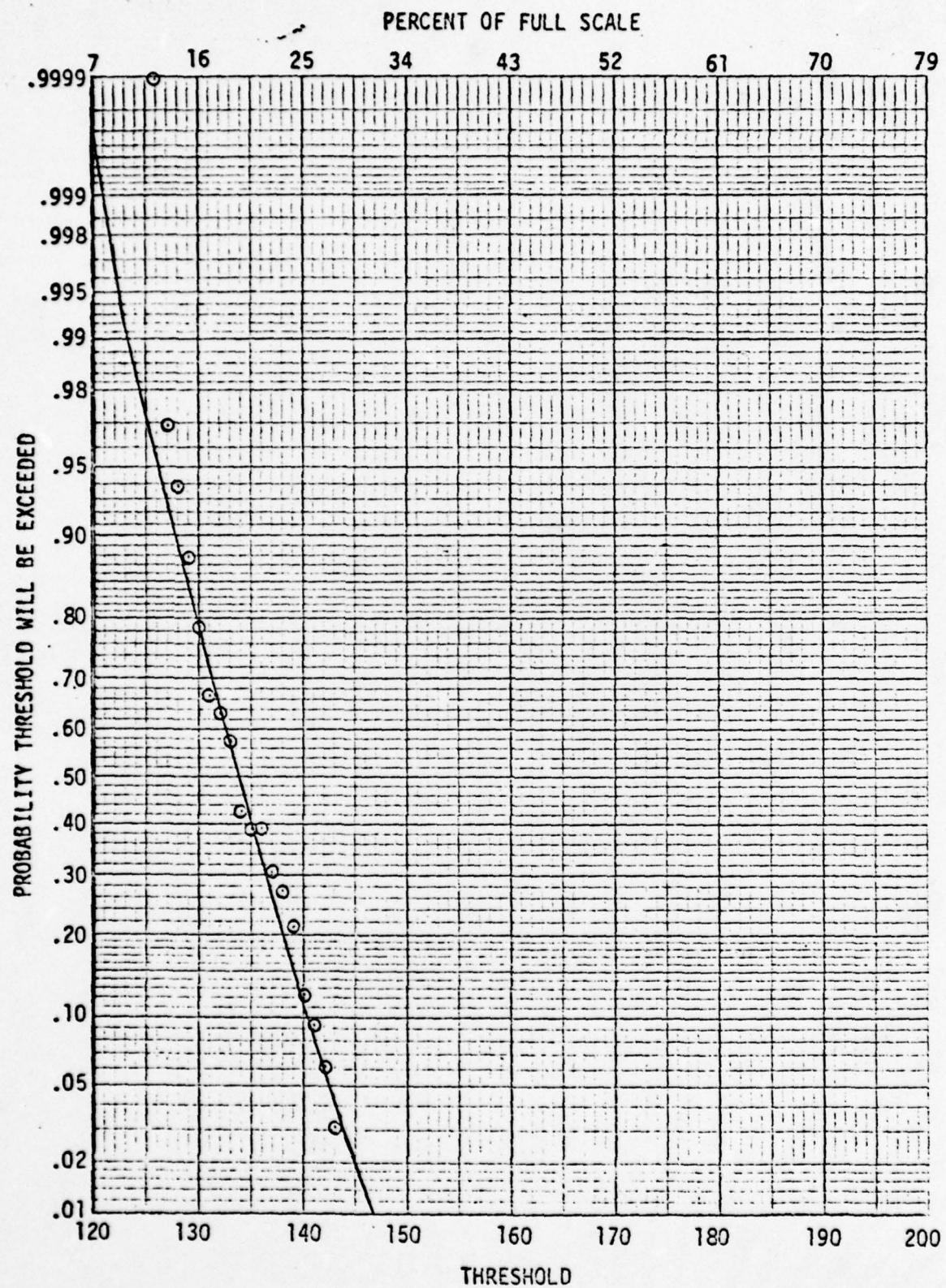


FIGURE 5: PROBABILITY OF EXCEEDING THRESHOLD VERSUS THRESHOLD

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INPUT SIGNAL/NOISE -3 DB

PERCENT OF FULL SCALE

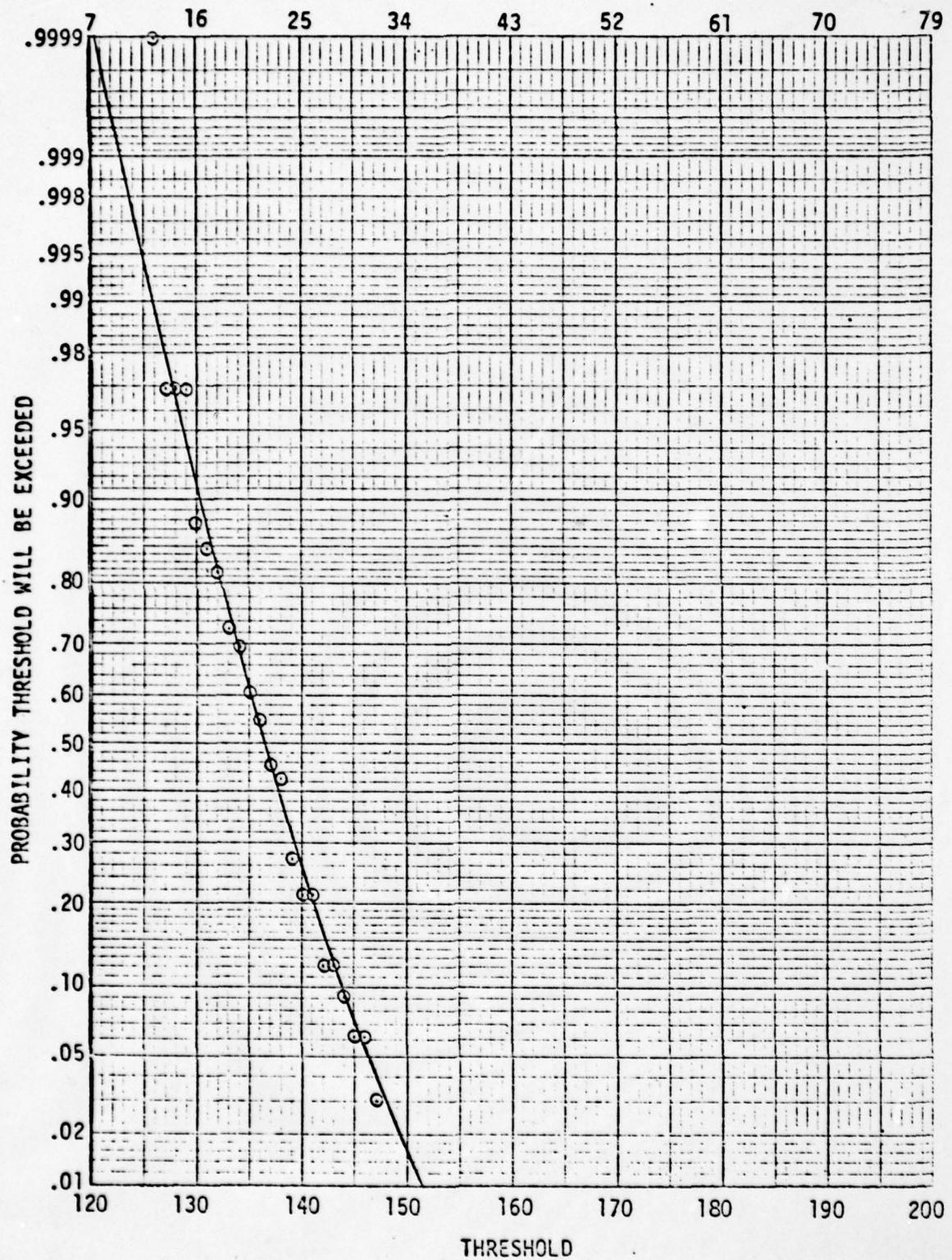


FIGURE 6: PROBABILITY OF EXCEEDING THRESHOLD VERSUS THRESHOLD

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INPUT SIGNAL/NOISE -2 DB

PERCENT OF FULL SCALE

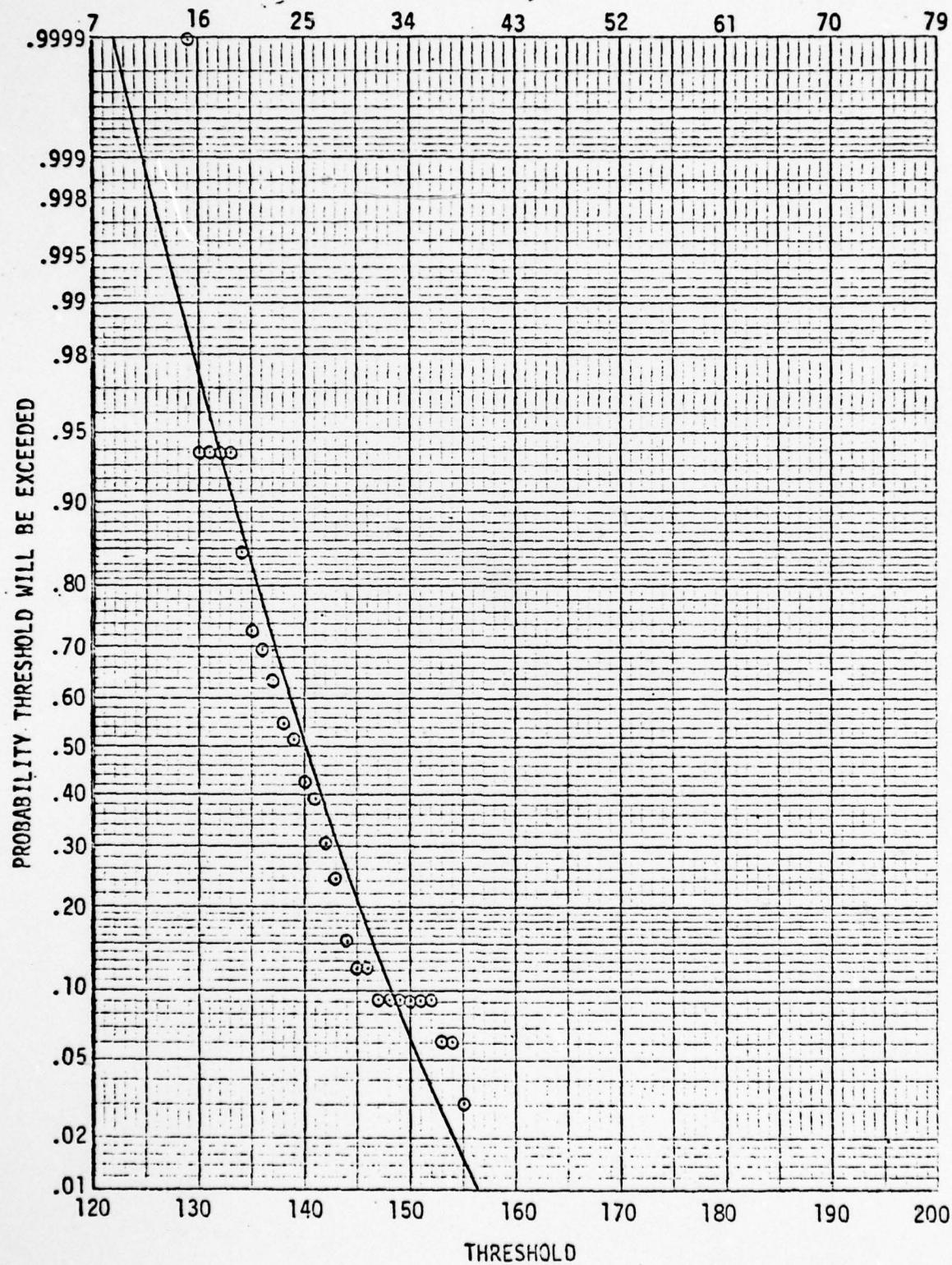


FIGURE 7: PROBABILITY OF EXCEEDING THRESHOLD VERSUS THRESHOLD

— NUWC  
○ Sperry Rand

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INPUT SIGNAL/NOISE -1 DB

PERCENT OF FULL SCALE

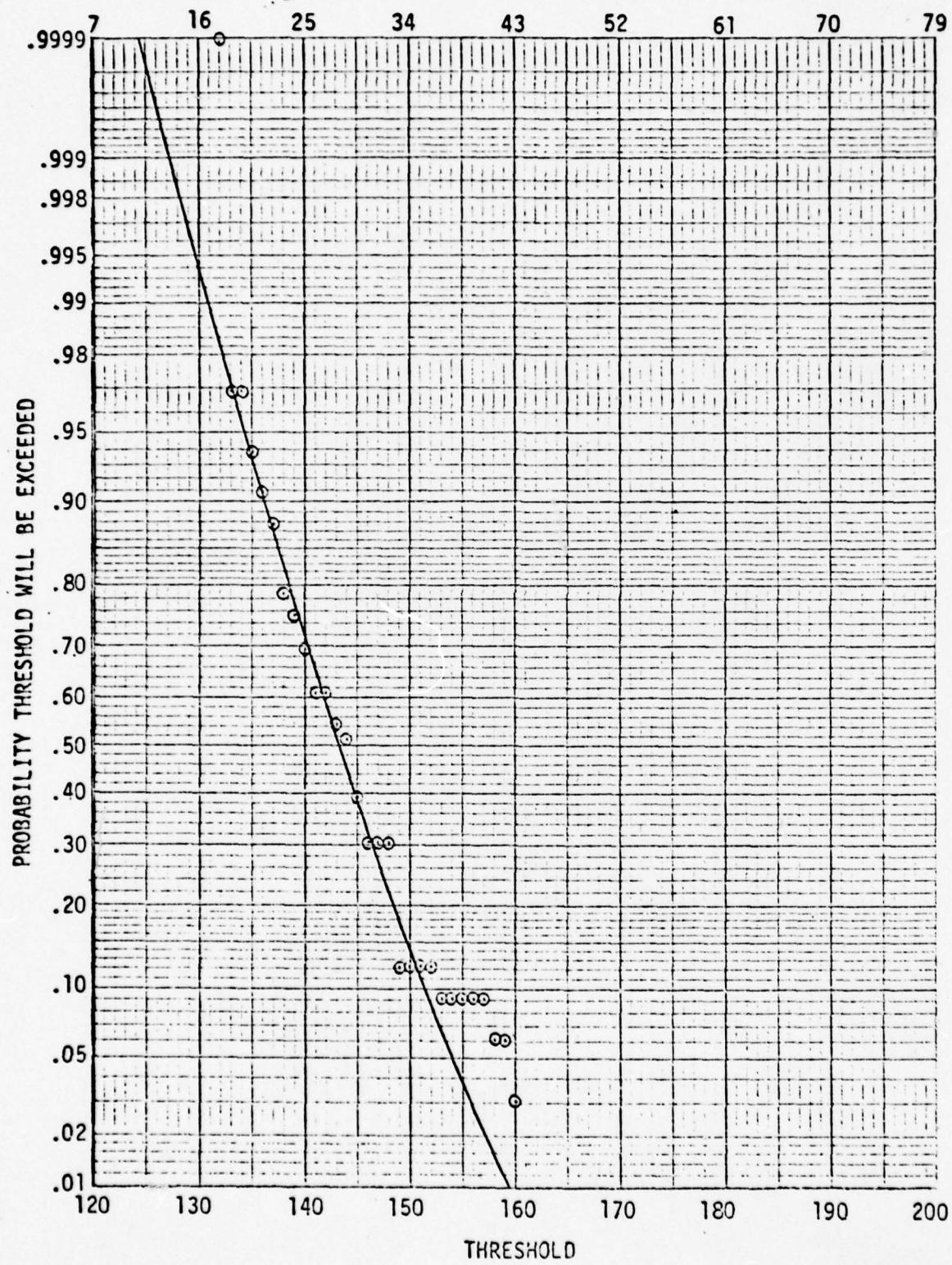


FIGURE 8: PROBABILITY OF EXCEEDING THRESHOLD VERSUS THRESHOLD

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INPUT SIGNAL/NOISE 0 DB

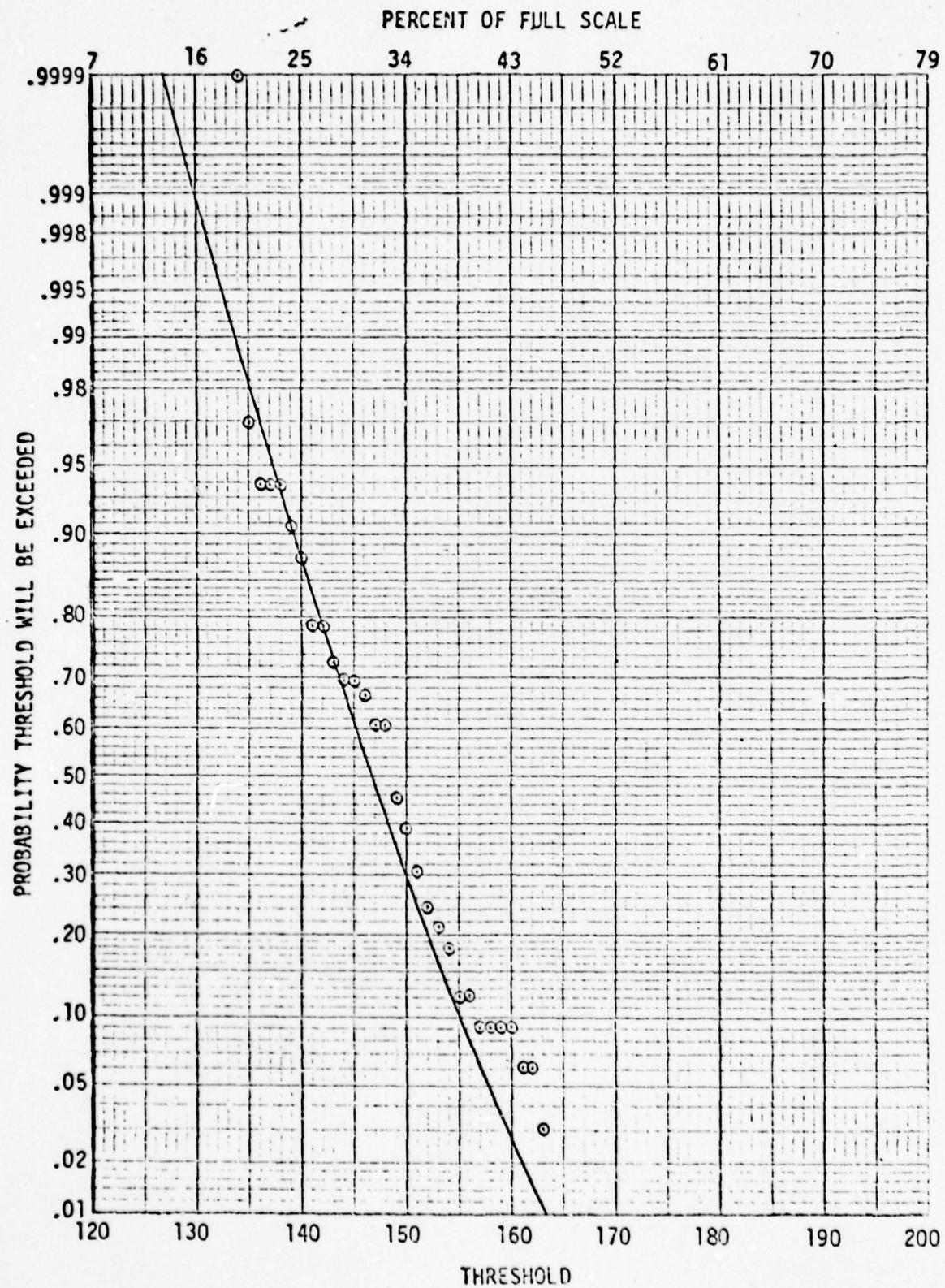


FIGURE 9: PROBABILITY OF EXCEEDING THRESHOLD VERSUS THRESHOLD

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INPUT SIGNAL/NOISE +1 DB

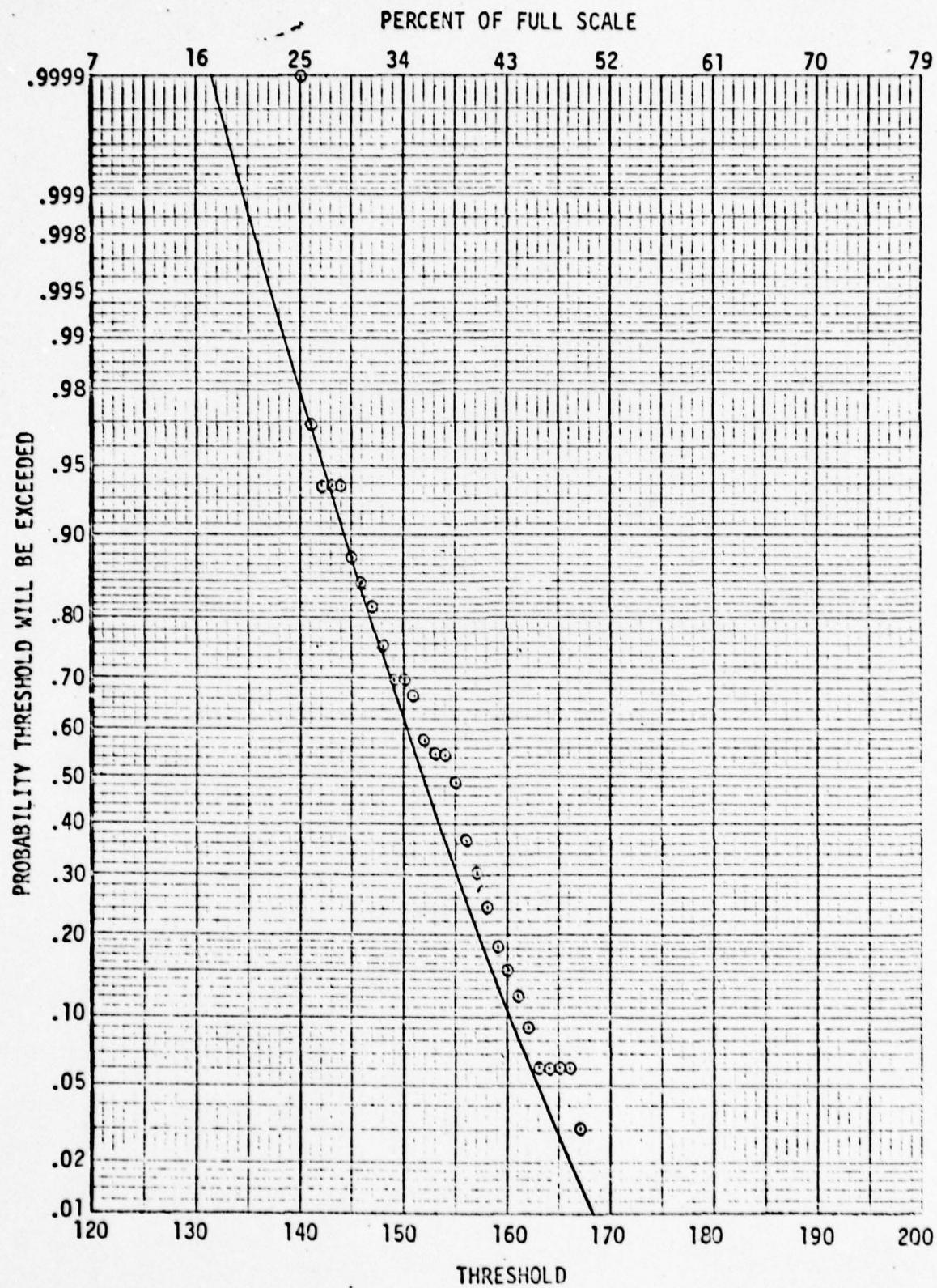


FIGURE 10: PROBABILITY OF EXCEEDING THRESHOLD VERSUS THRESHOLD

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INPUT SIGNAL/NOISE +2 DB

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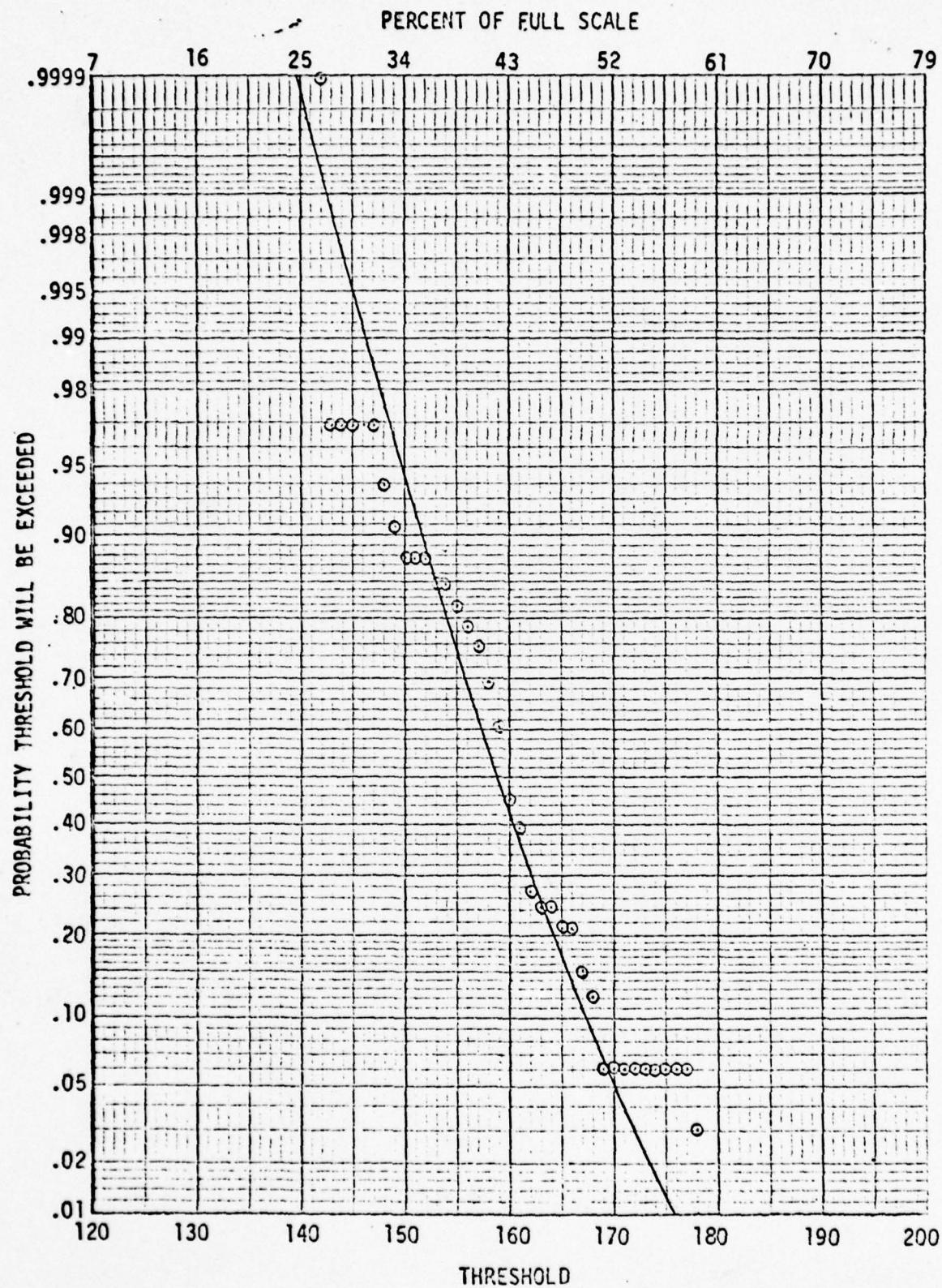


FIGURE 11: PROBABILITY OF EXCEEDING THRESHOLD VERSUS THRESHOLD

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INPUT SIGNAL/NOISE +3 DB

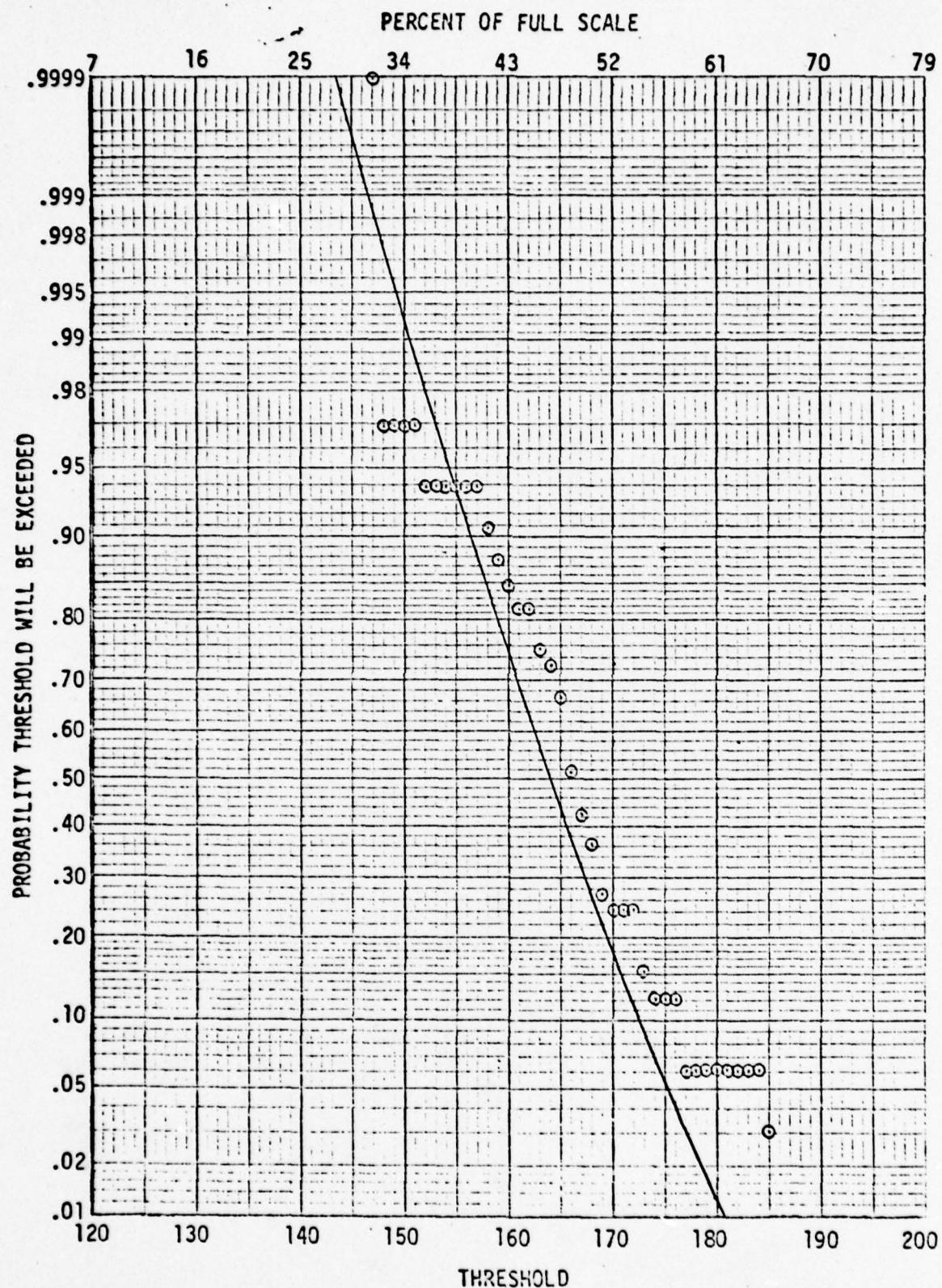


FIGURE 12: PROBABILITY OF EXCEEDING THRESHOLD VERSUS THRESHOLD

— NUWC  
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INPUT SIGNAL/NOISE +4 DB

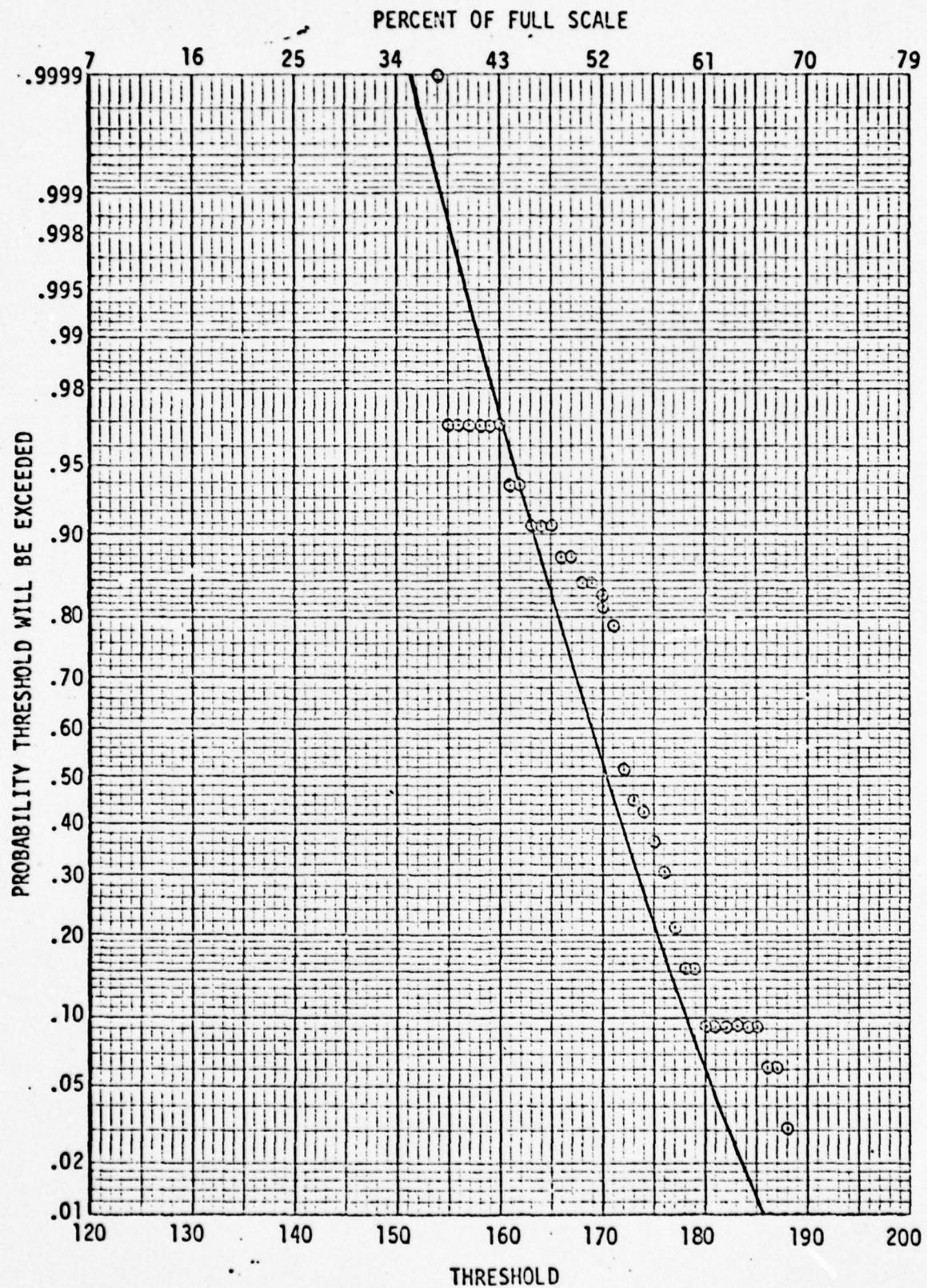


FIGURE 13: PROBABILITY OF EXCEEDING THRESHOLD VERSUS THRESHOLD

— NUWC  
○ Sperry Rand

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INPUT SIGNAL/NOISE +6 DB

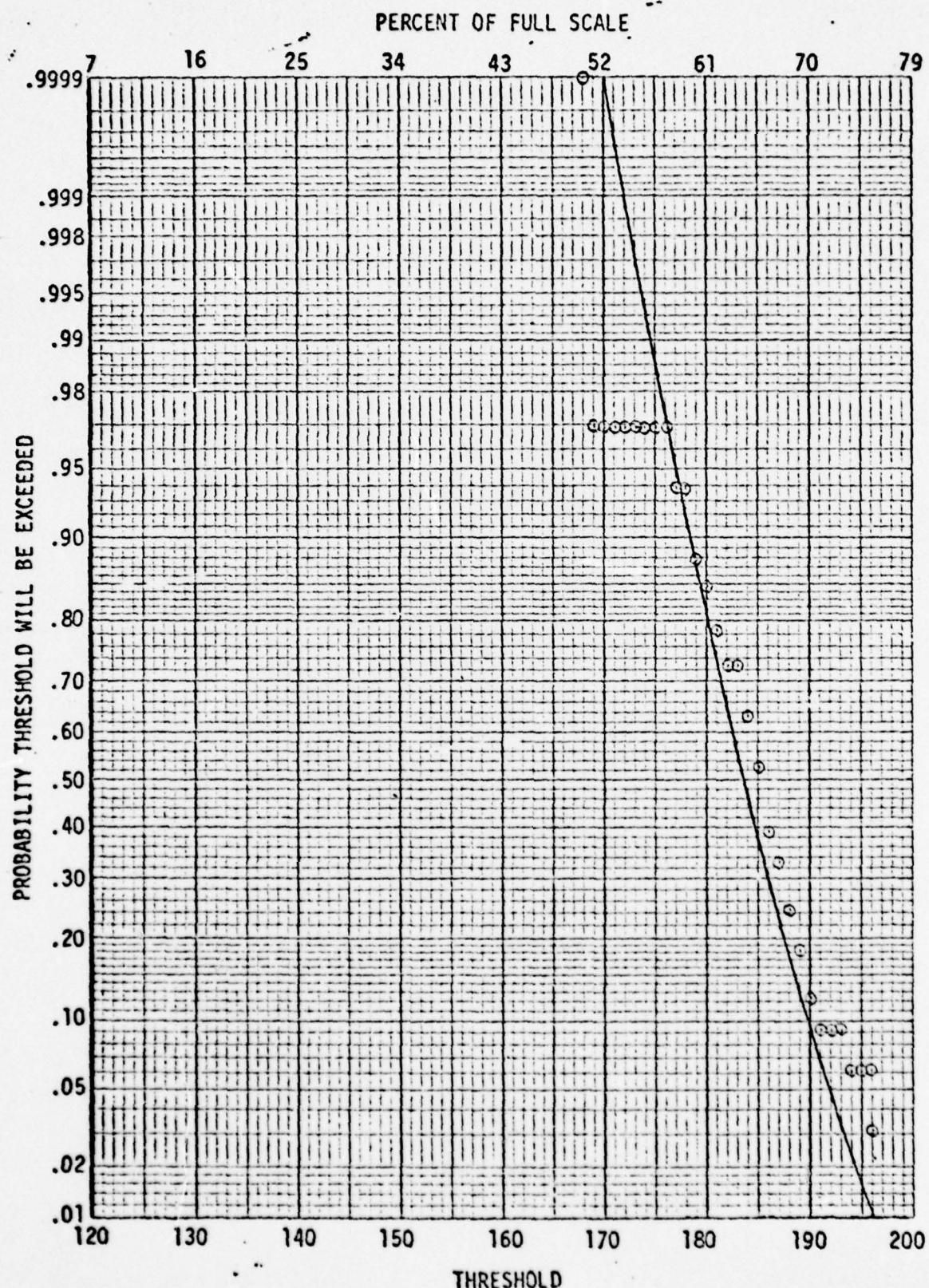


FIGURE 14: PROBABILITY OF EXCEEDING THRESHOLD VERSUS THRESHOLD

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Sperry Rand

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APPENDIX A

RANDM, GAUSS

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RANDM1 - Uniform Pseudorandom Number Generator

This function subprogram generates random numbers whose density function is uniform on the interval 0.0 to 1.0 and zero elsewhere. The program is written in CS-1 phase I mono-code language with special linking sequences for Fortran IV. There are three entry points to the generator (Fortran IV calling sequences):

R = RANDM1 (Dummy)

generates one number and stores it in R

Call RANDM2 (L)

puts the integer L into the starting point of the generator

L = IRAND3 (Dummy)

puts the current integer starting point of the generator

into L

This random number generator was adapted from the method suggested by D. H. Lehmer, explained in the article "A New Pseudorandom Number Generator" by David W. Hutchinson in the Communications of the ACM, Vol. 9, Number 6, June 1966. The Lehmer generator is:

$$X_{i+1} = AX_i \pmod{P}$$

where P is the largest prime less than  $2^{29}$  and A is a primitive root of P.

The generator RANDM1 uses  $P = 2^{29} - 3 = 536, 870, 909$  D and  $A = 5^5 = 3125$  D. The numbers are generated by:

1. Multiply the starting value by a constant ( $5^5$ ).
2. Divide the product by the largest prime less than  $2^{29}$ .

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3. Store the result as the next starting point.
4. Convert the result to floating point.

The initial starting value is a fixed point 1.

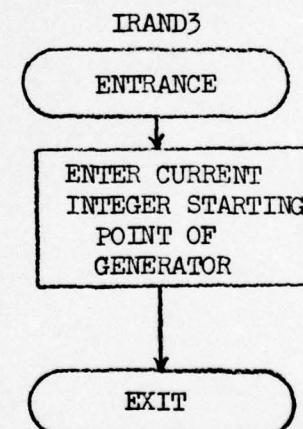
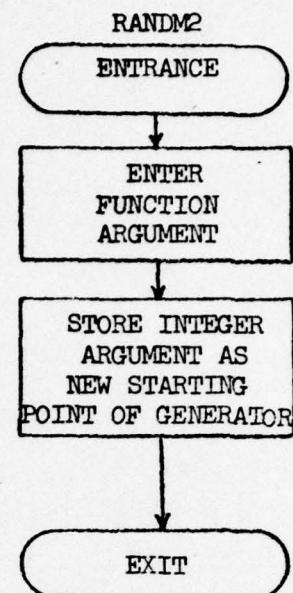
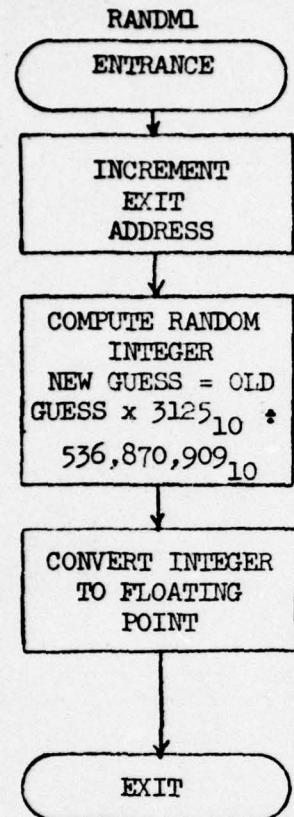
Notes: 1. The dummy argument in RANDM1 and IRAND3 is necessary but its value and type are unimportant.

2. A CS-1 output 324 with the relocatable object program on cards is inserted in the Fortran deck just before the \$DATA card.

3. The routine occupies 55<sub>8</sub> locations.

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GAUSS - Pseudorandom Number Generator, Normal Density

This function subprogram generates random numbers whose density function is gaussian with zero mean and unit variance. The method used is a Mueller Box:

Given two independent random numbers,  $x_1$  and  $x_2$ , uniformly distributed on the interval 0-1, two independent gaussian-distributed random numbers are obtained via the following algorithm:

$$y_1 = \sqrt{-2 \ln x_1} \quad \cos 2 \pi x_2$$

$$y_2 = \sqrt{-2 \ln x_1} \quad \sin 2 \pi x_2$$

This algorithm was obtained from Memorandum 9, Random Noise Generation Routines, February 1967, prepared by E. C. Fraser, Stanford Research Institute, Project ESU 5830.

The method is the same as that used in the 1107 library routine, given by:

$$f_x(x) = \frac{1}{\sqrt{2 \pi}} \exp(-x^2/2)$$

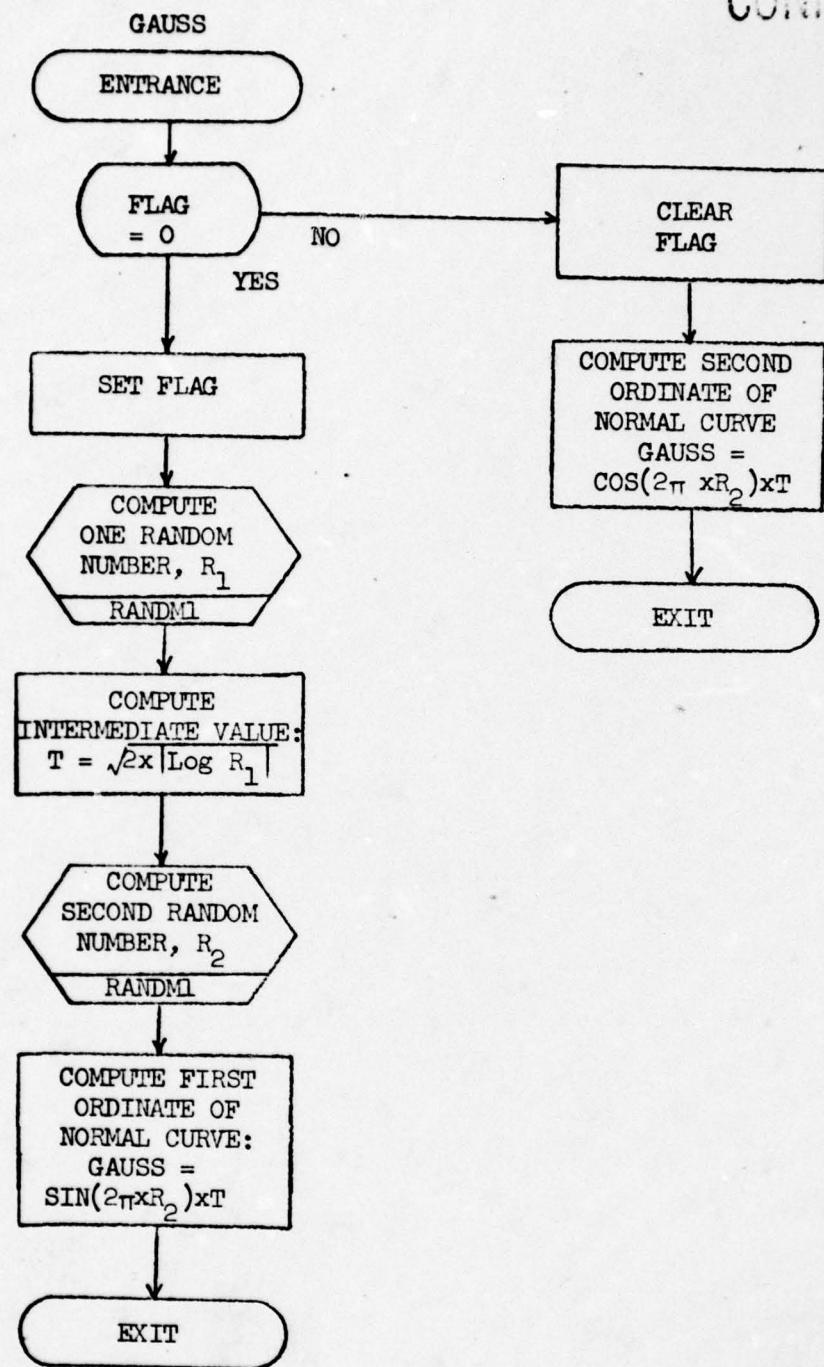
The new GAUSS routine is written in Fortran IV with the calling sequence:

R = GAUSS (Dummy)

Notes:

1. The routine uses the uniform random number generator RANDML twice for each two gaussian numbers requested.
2. The routine calls the SQRT, ABS, ALOG, SIN, and COS routines.
3. The routine occupies 1028 locations.

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APPENDIX B

Program Flowcharts

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FUNCTIONAL FLOWCHART:

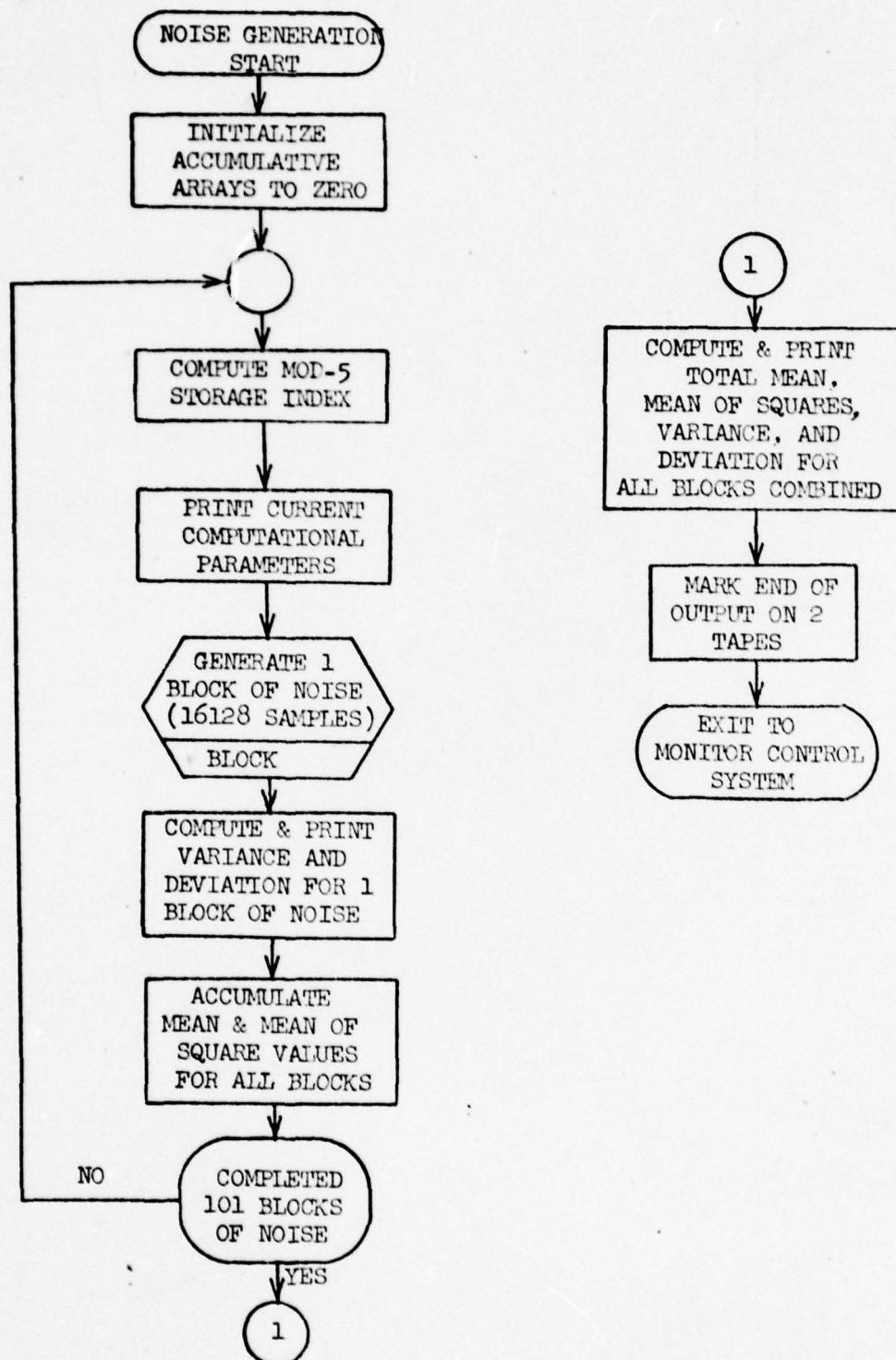
Noise Subroutine

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WAVE PERIOD PROCESSOR NOISE GENERATION

FUNCTIONAL FLOWCHART

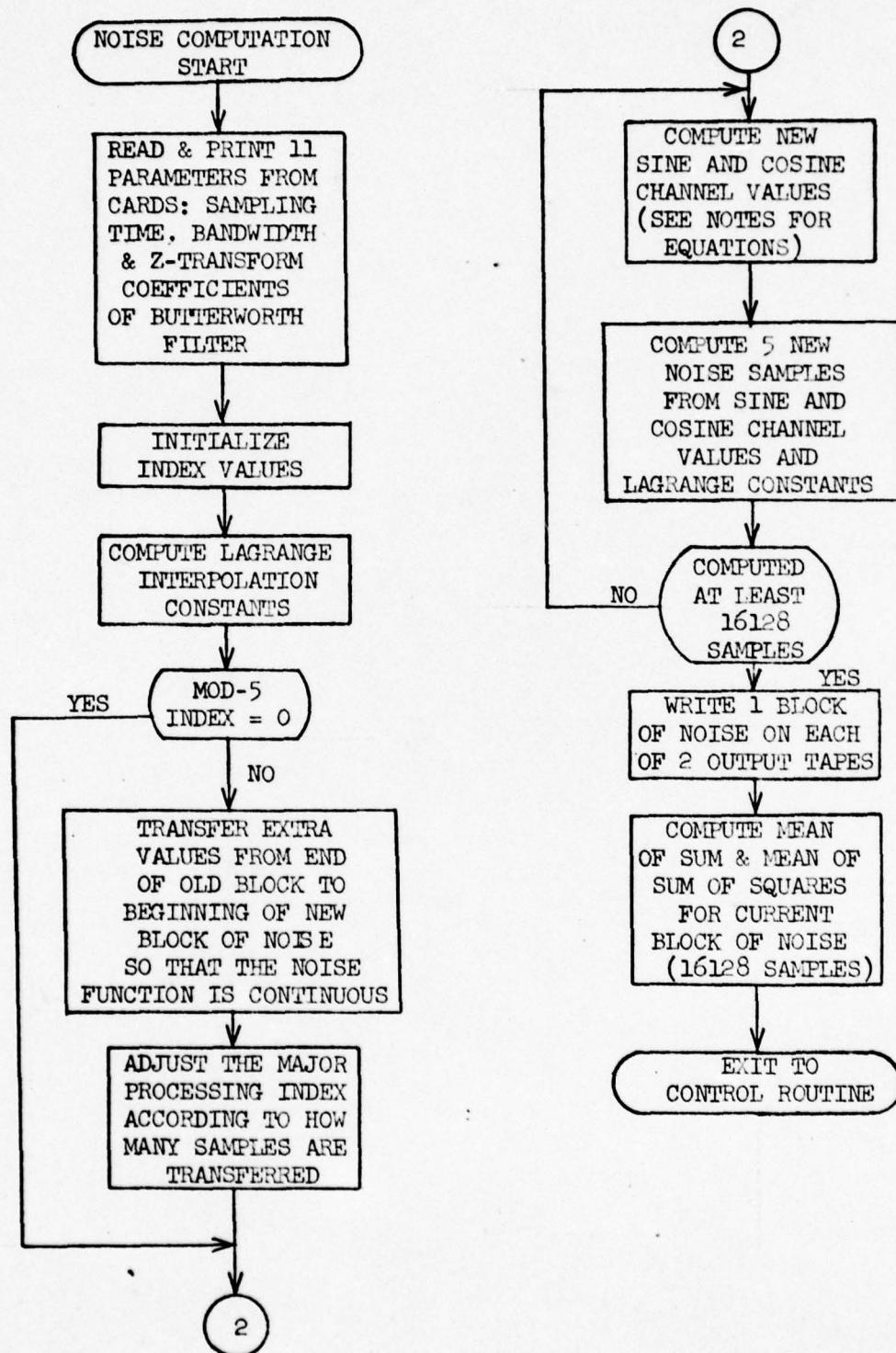
CONTROL ROUTINE: KAVEE



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FUNCTIONAL FLOWCHART  
COMPUTATIONAL ROUTINE: BLOCK



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DETAILED FLOWCHART:

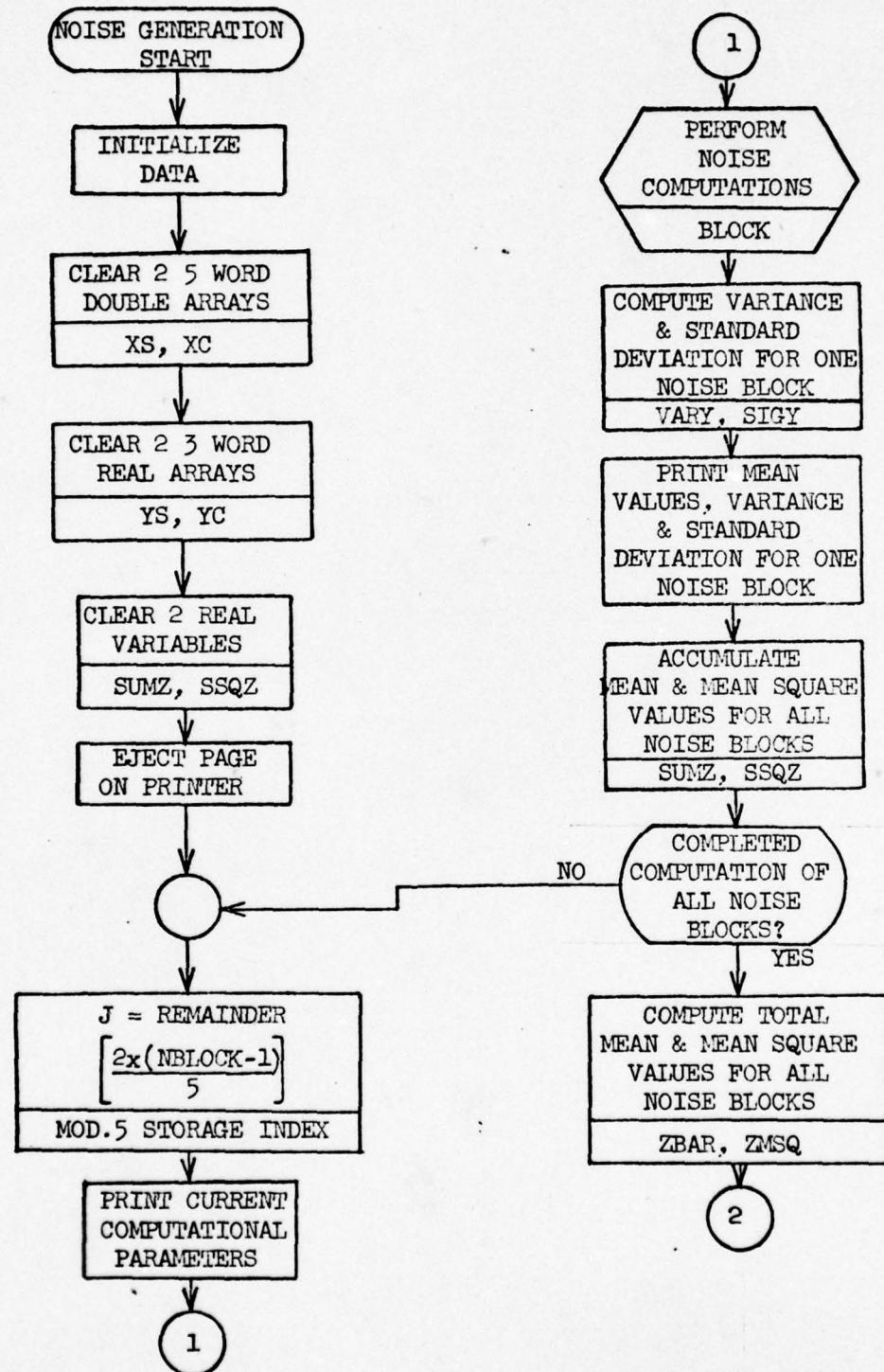
Noise Subroutine

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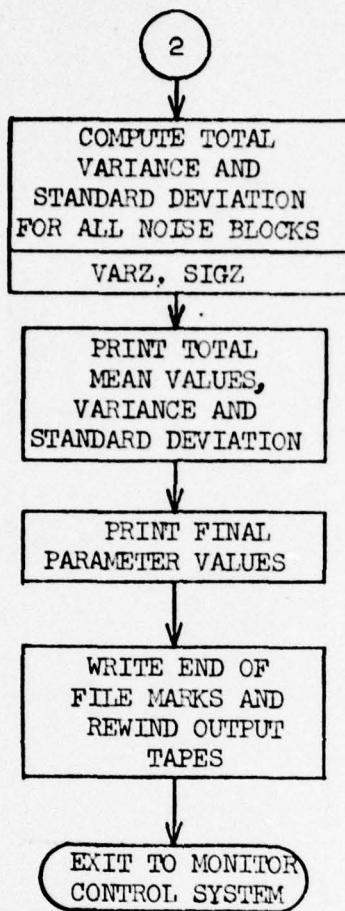
WAVE PERIOD PROCESSOR NOISE GENERATION

PROGRAM FLOWCHART

CONTROL ROUTINE: KAVEE

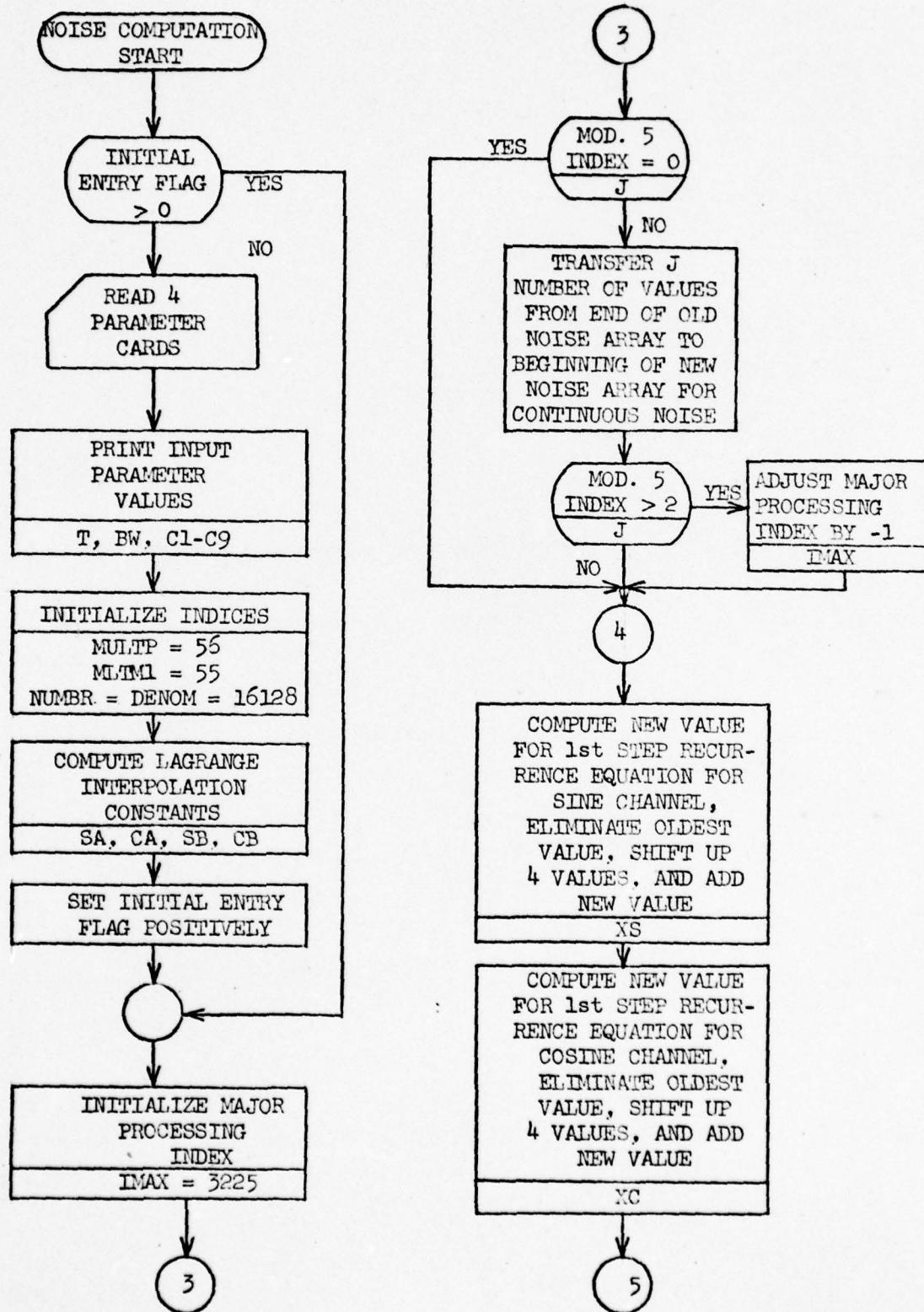


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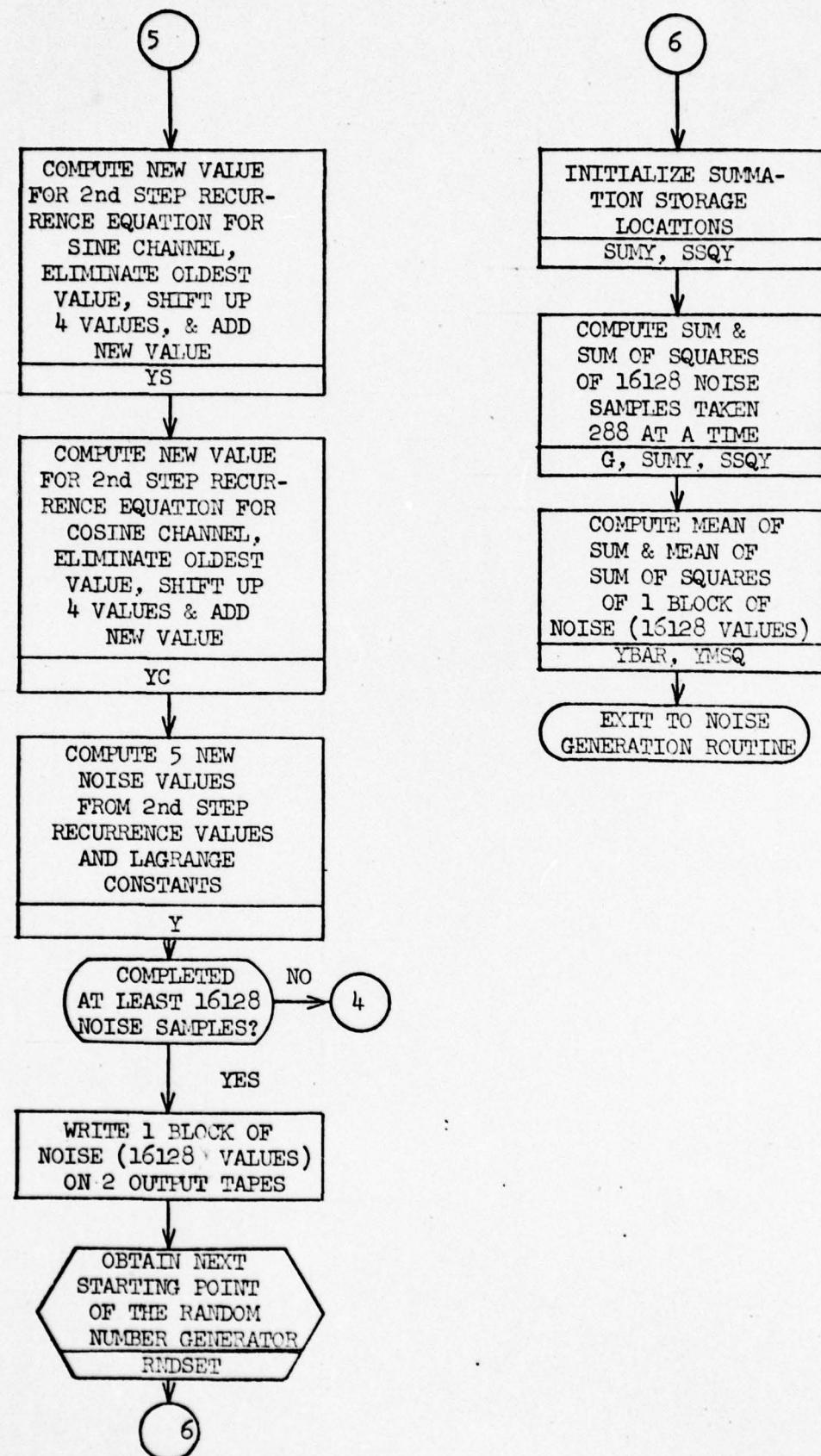


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PROGRAM FLOWCHART  
COMPUTATIONAL ROUTINE: BLOCK



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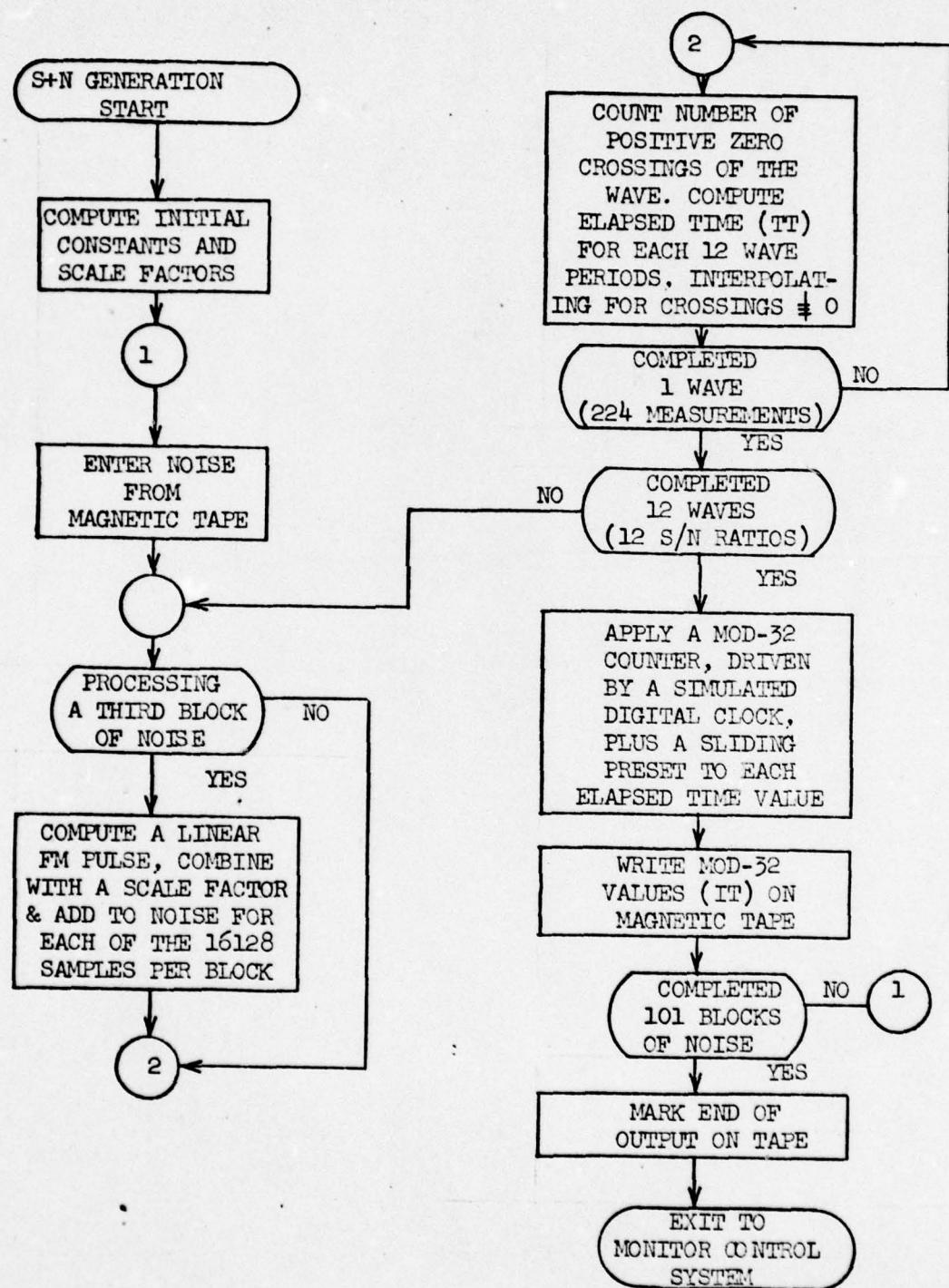
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FUNCTIONAL FLOWCHART:

Wave Subroutine

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WAVE PERIOD PROCESSOR  
 SIGNAL PLUS NOISE GENERATION  
 FUNCTIONAL FLOWCHART  
 ROUTINE: WAVE



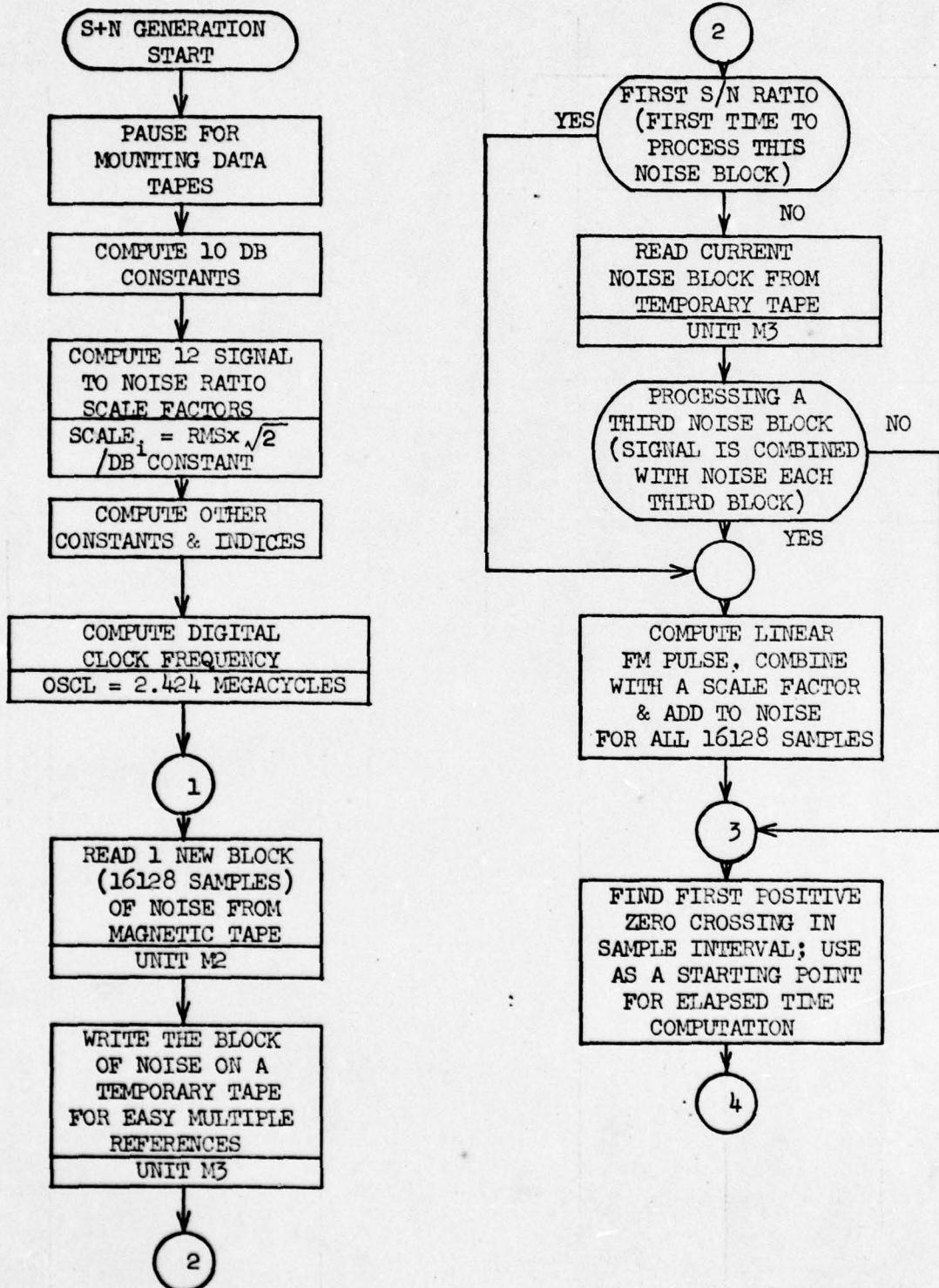
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DETAILED FLOWCHART:

Wave Subroutine

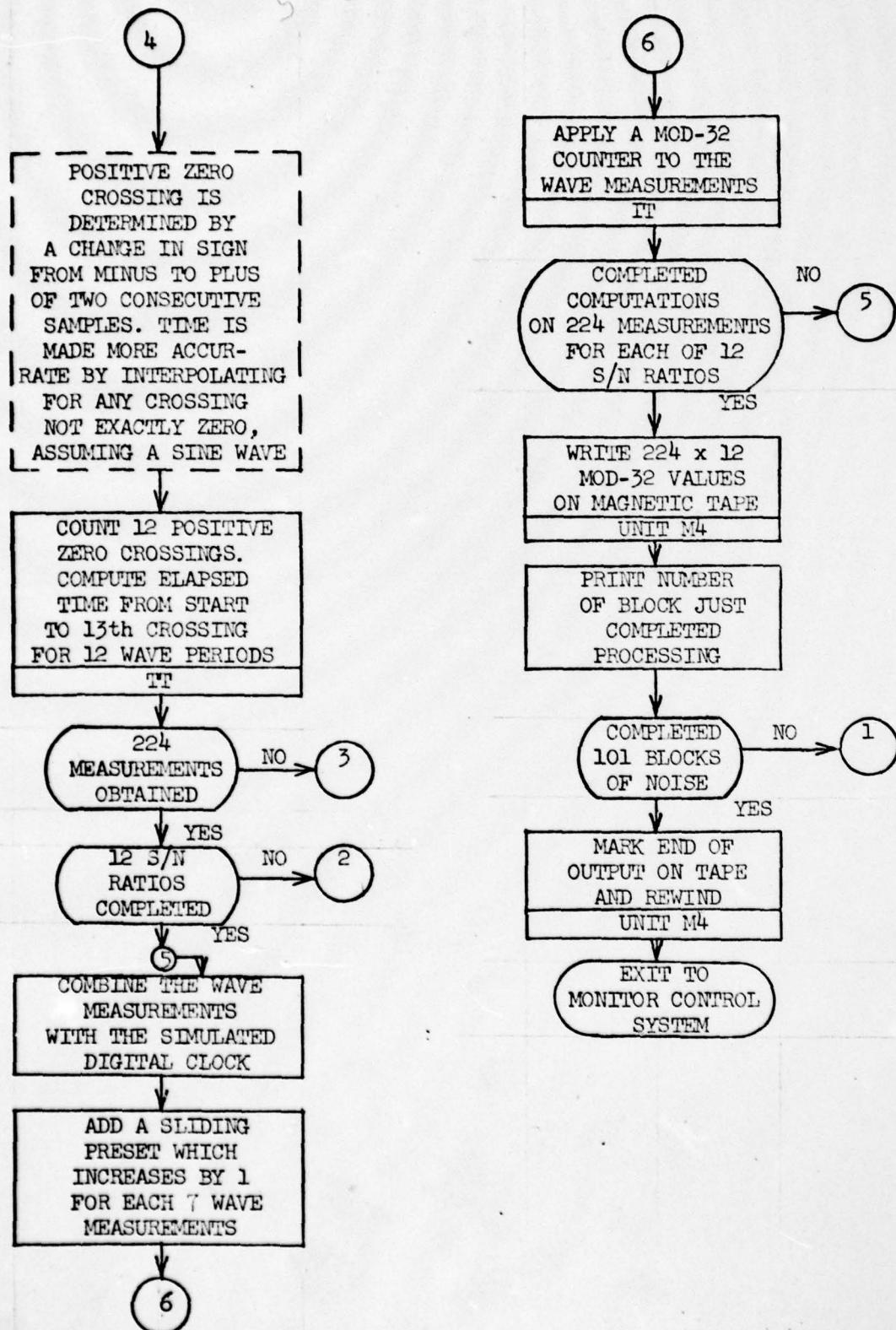
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WAVE PERIOD PROCESSOR  
SIGNAL PLUS NOISE GENERATION  
PROGRAM FLOWCHART  
ROUTINE: WAVE



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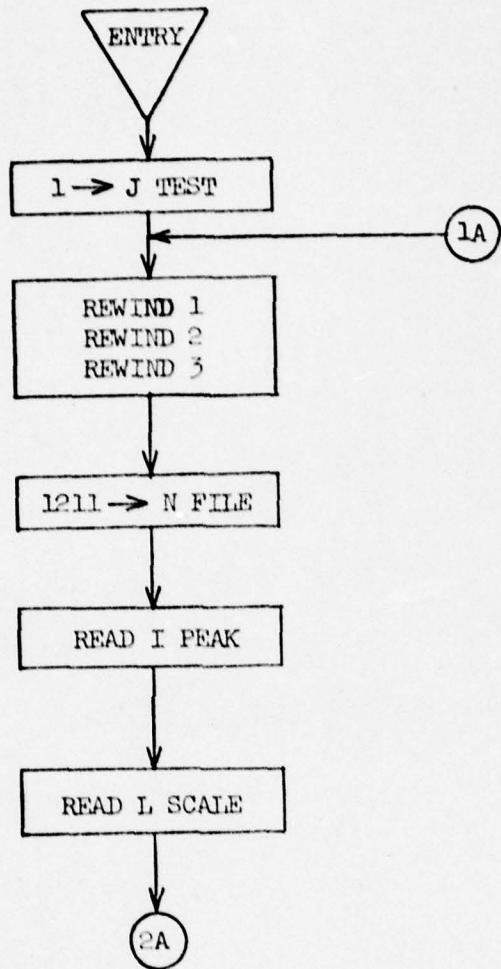
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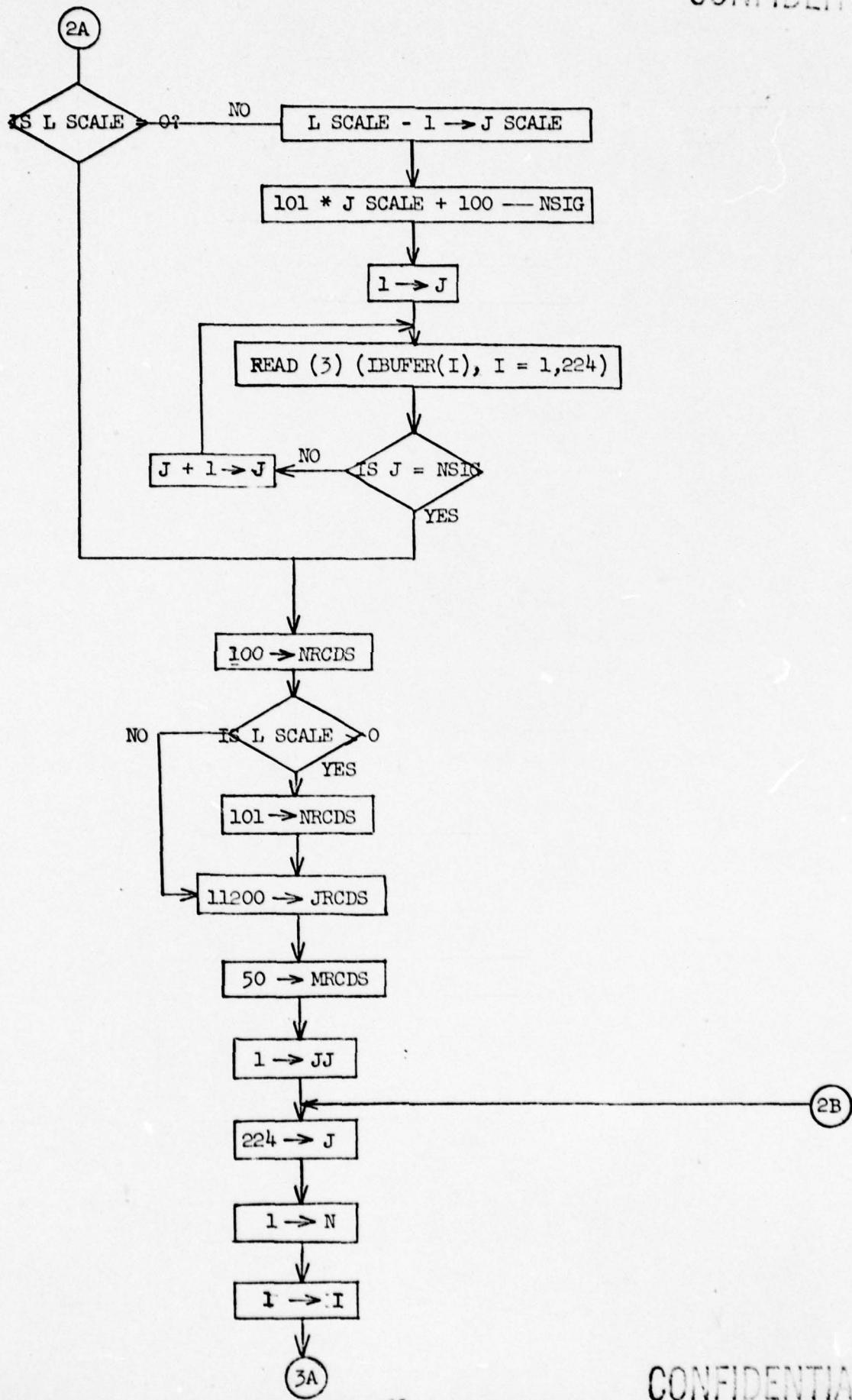
FLOWCHART:

Procs Subroutine

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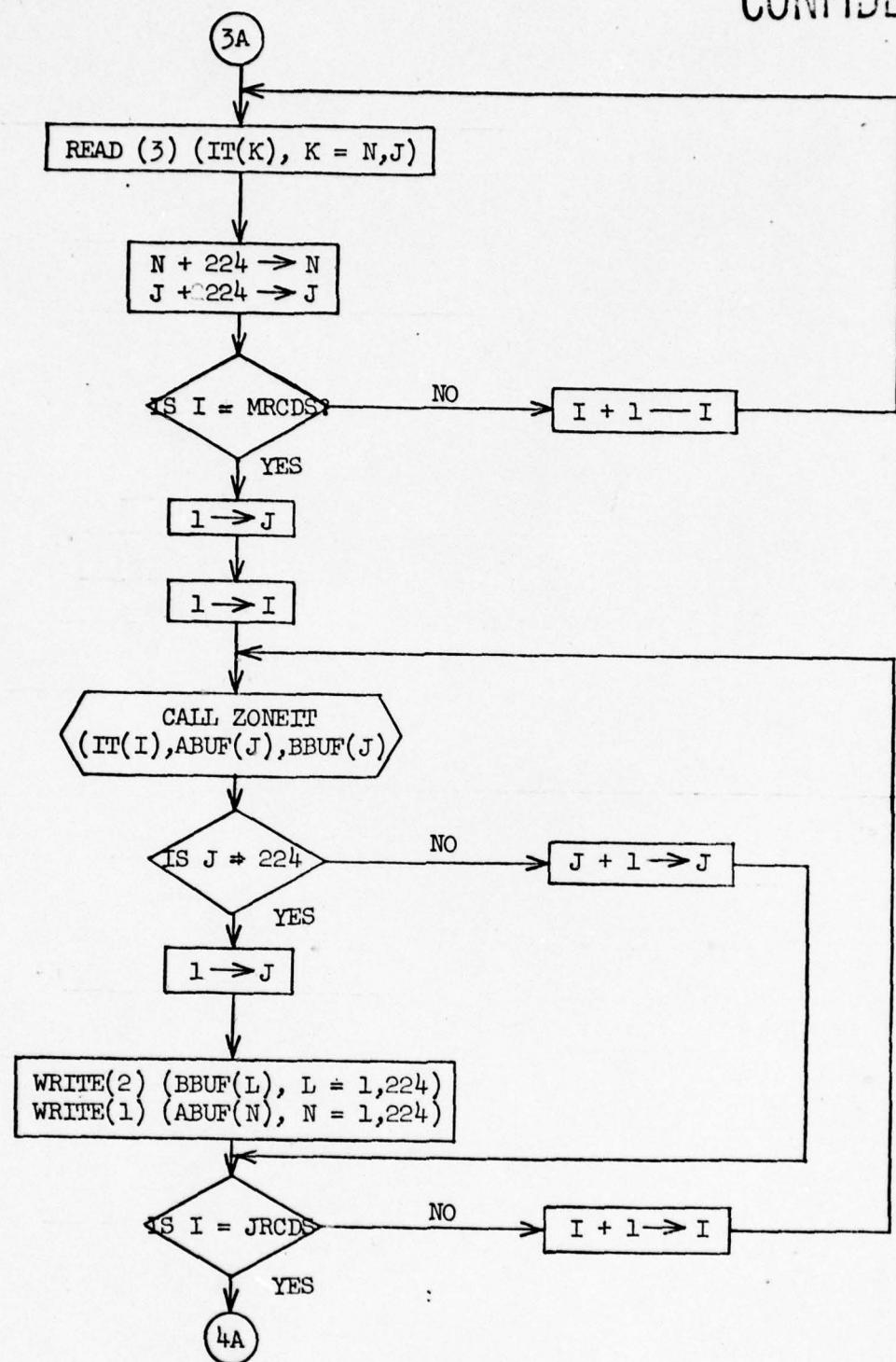
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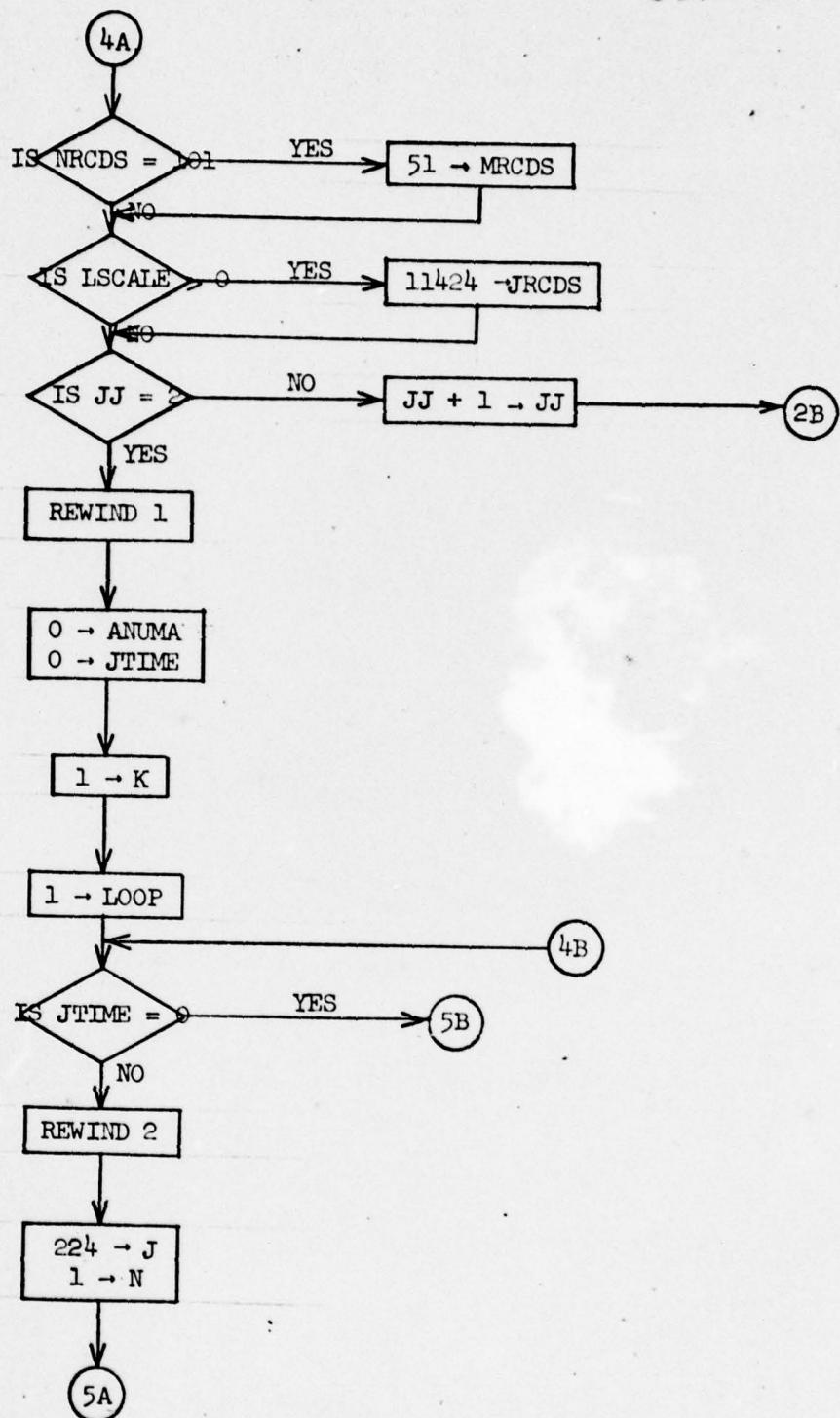
(2B)

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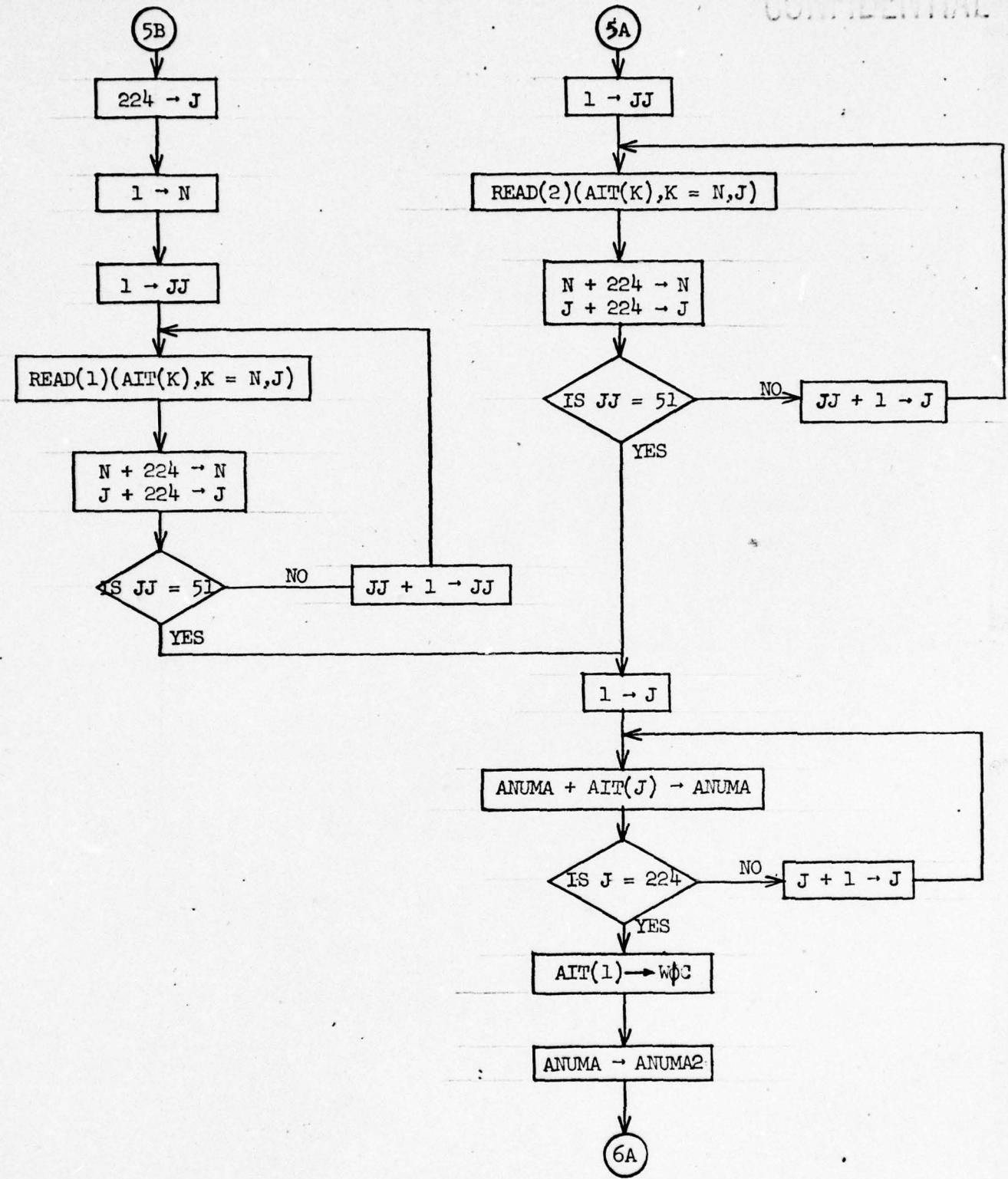
CONFIDENTIAL



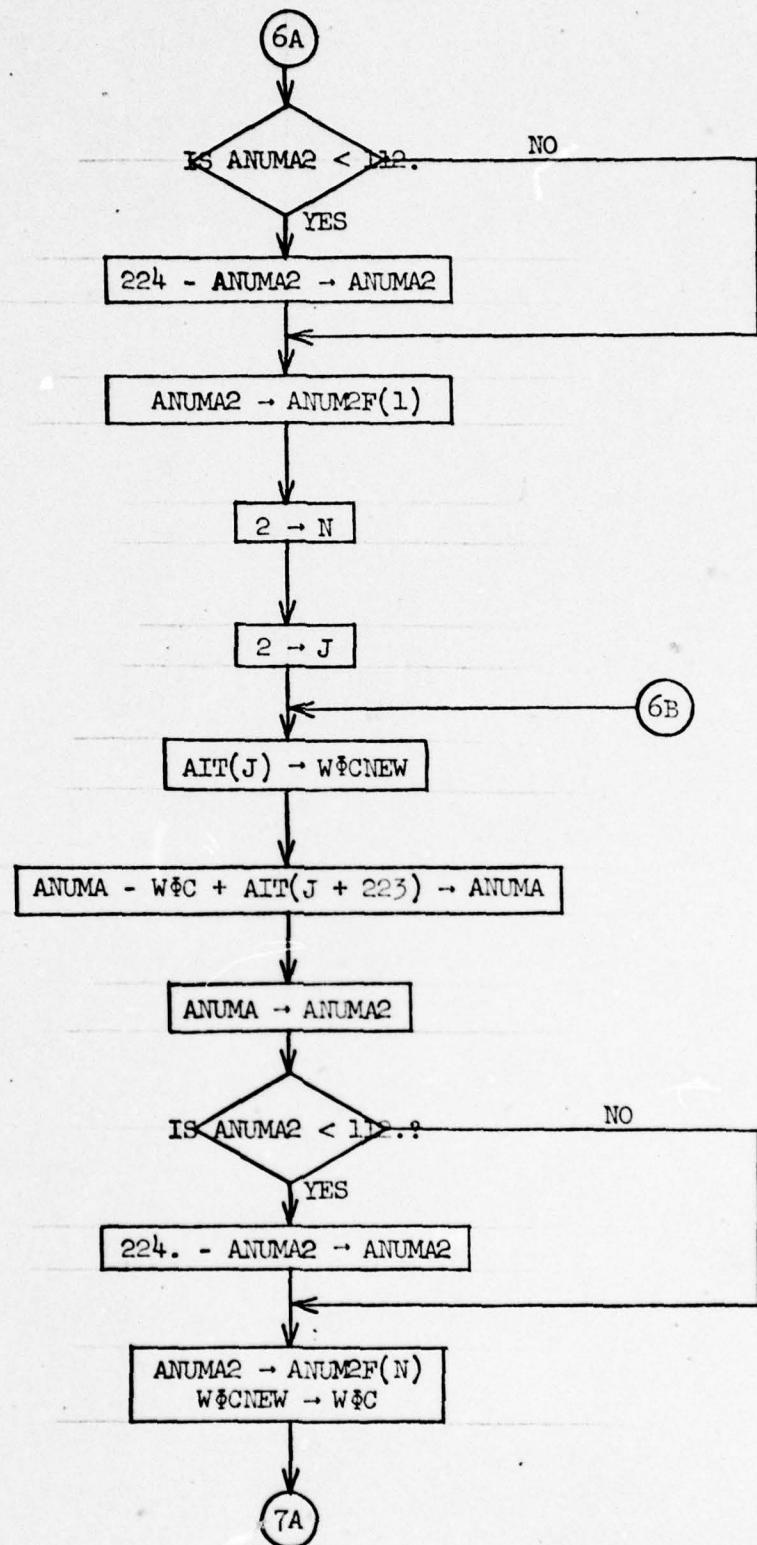
CONFIDENTIAL



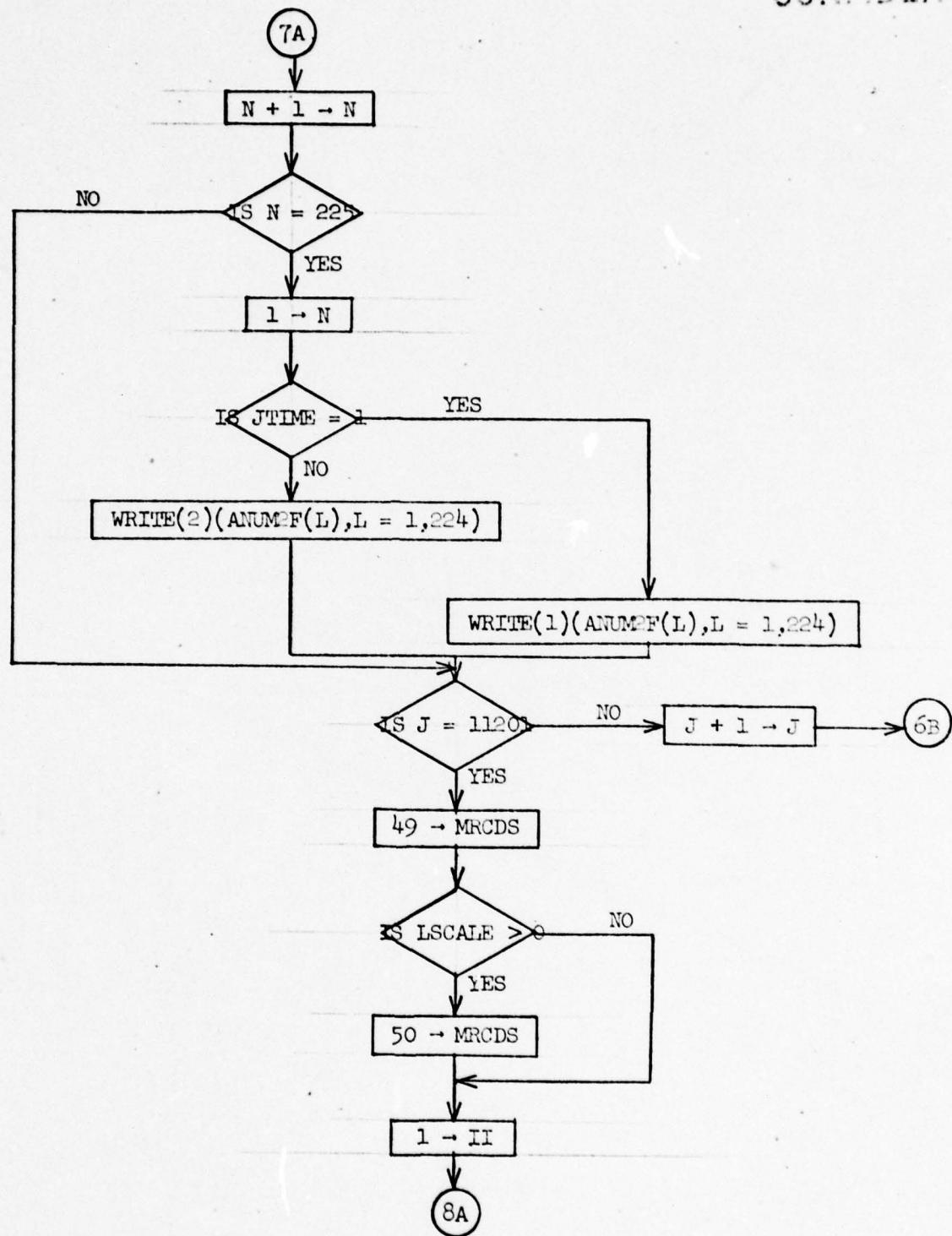
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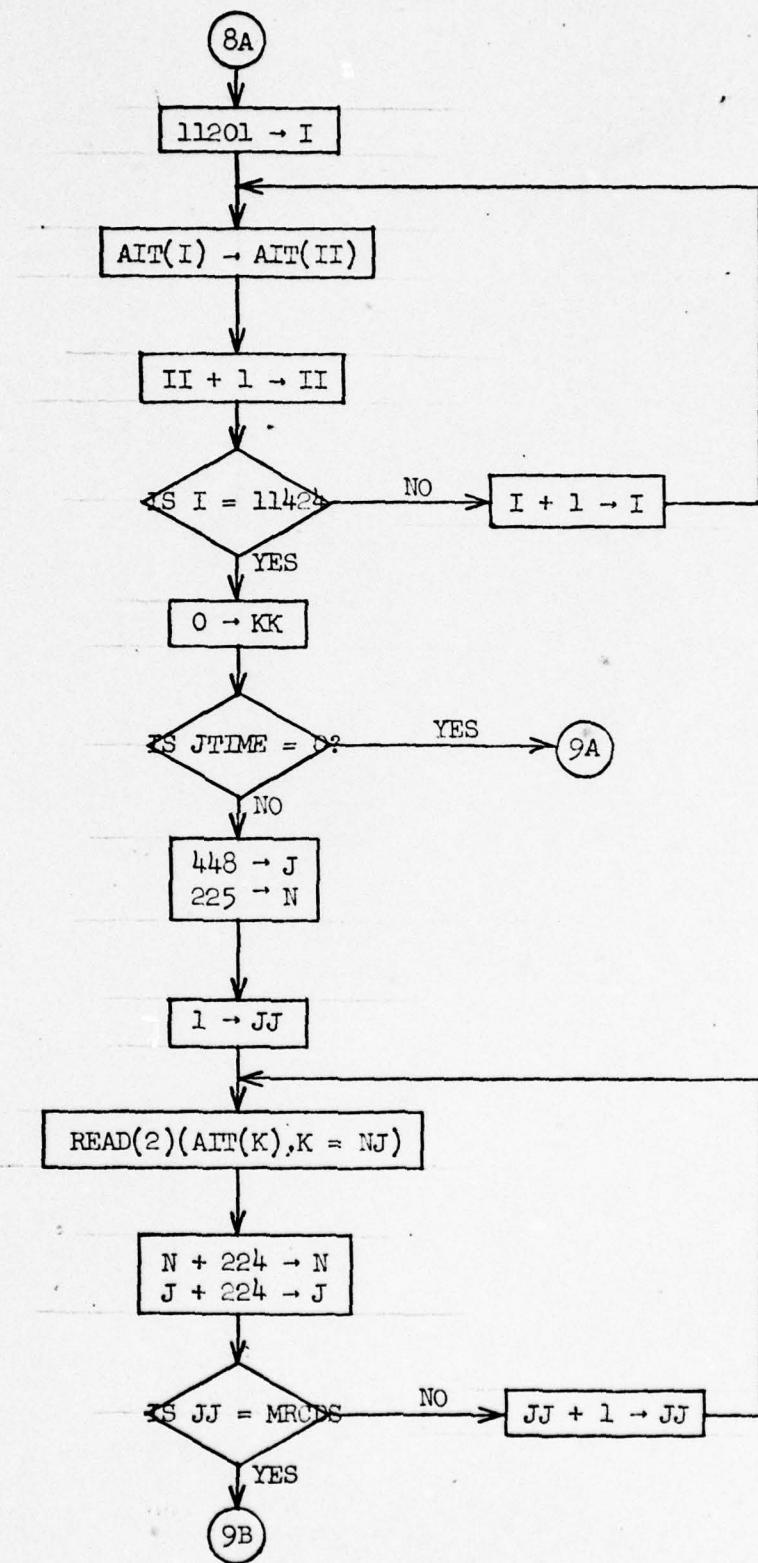


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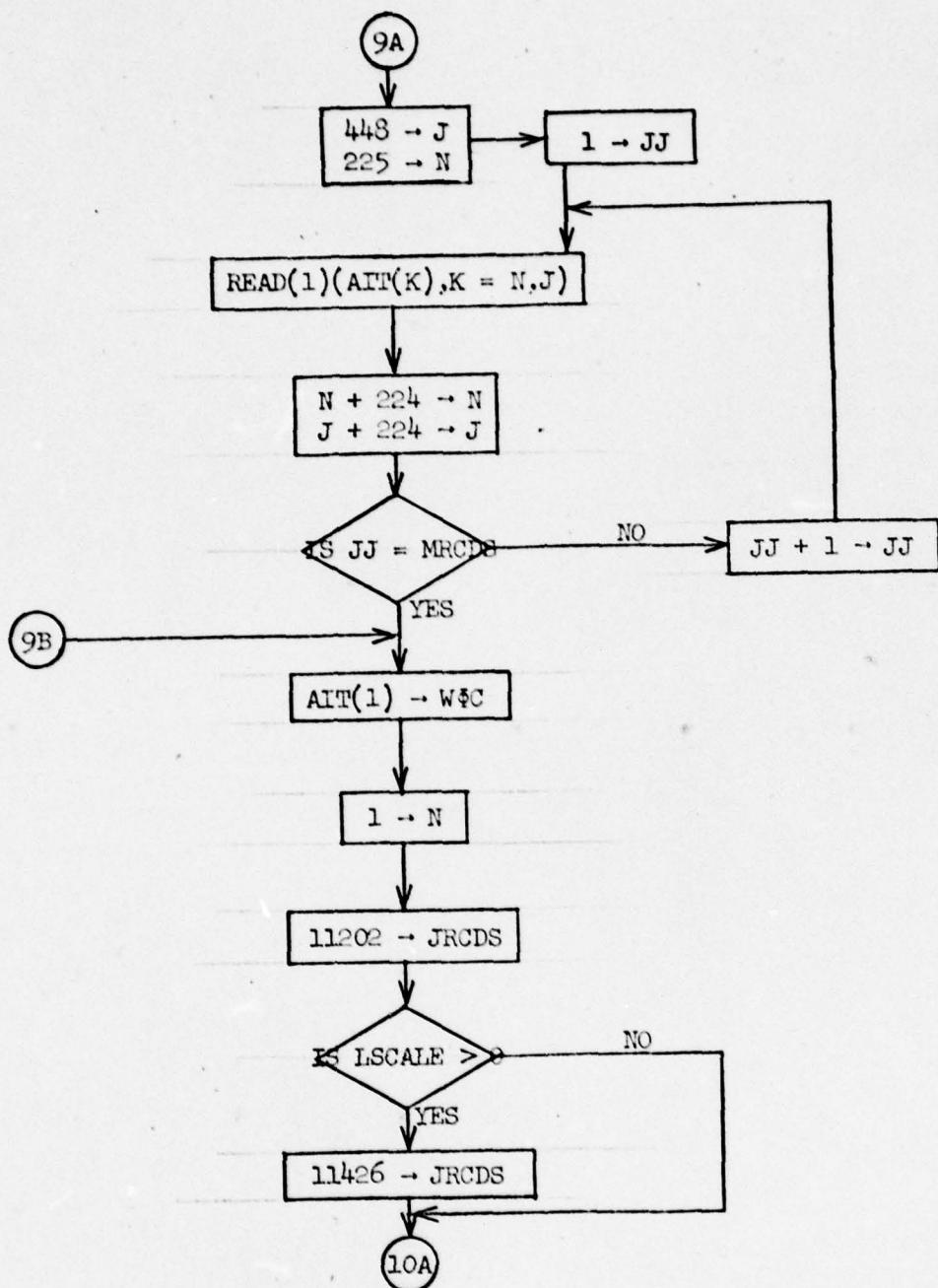
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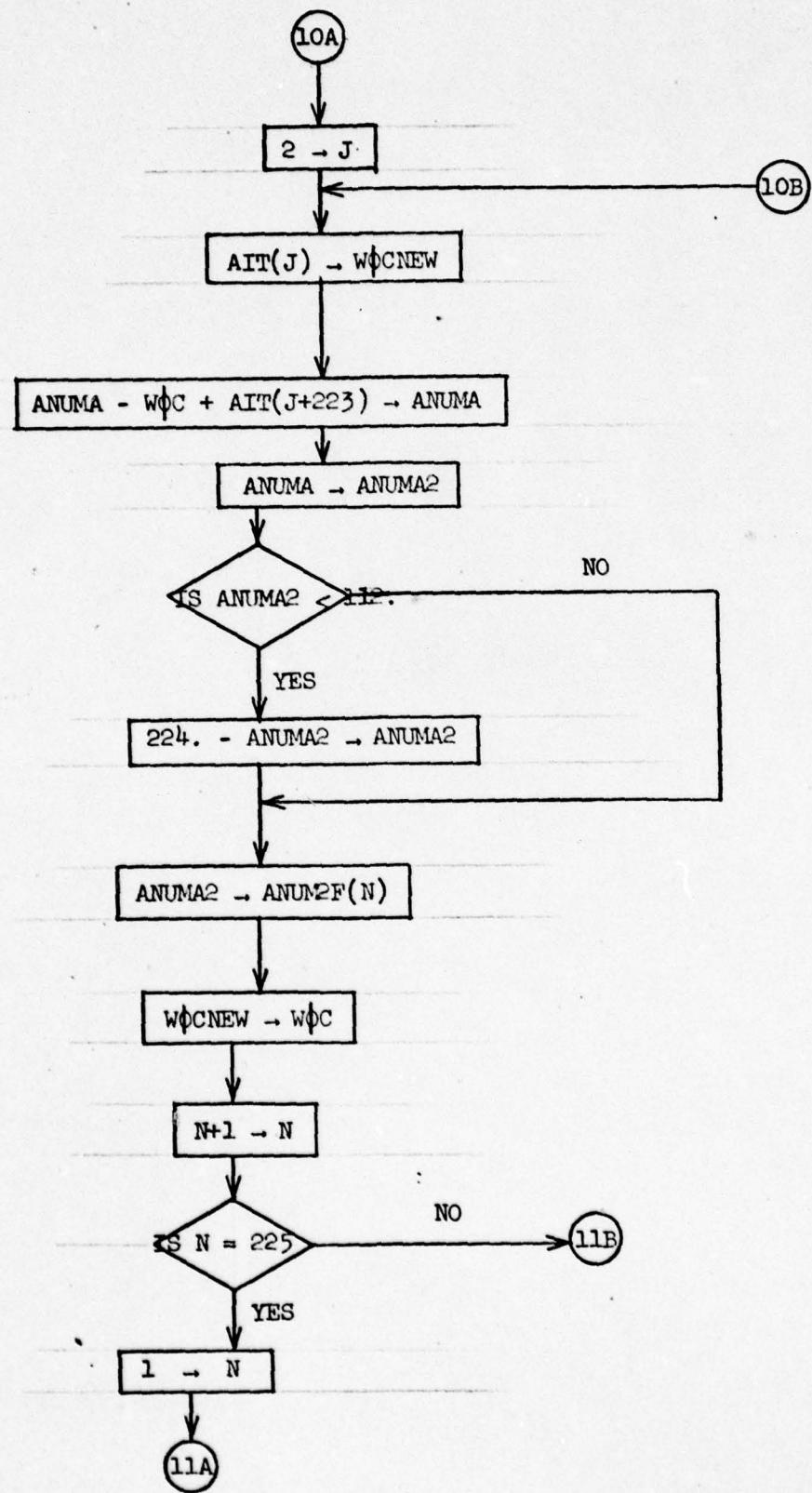
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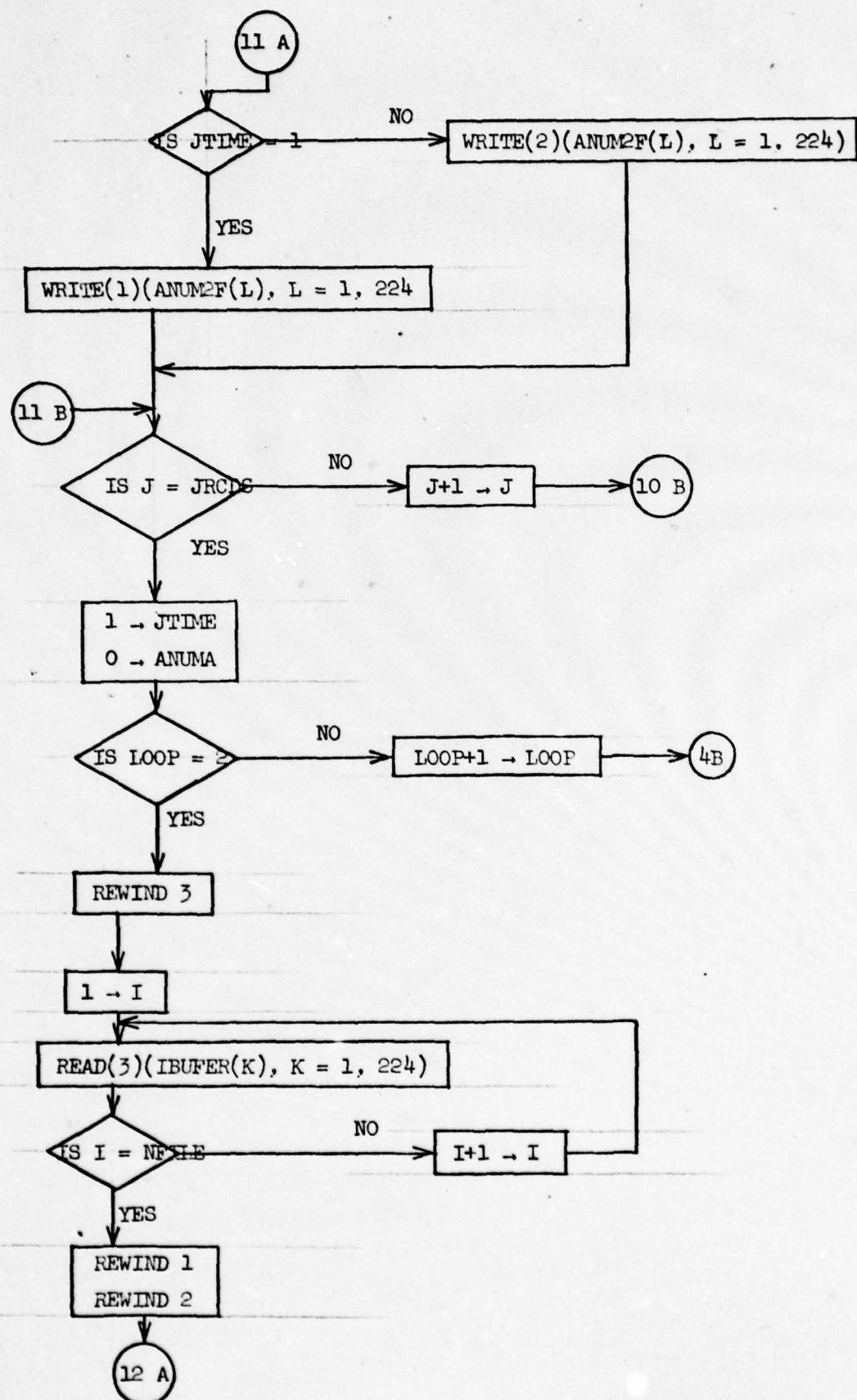


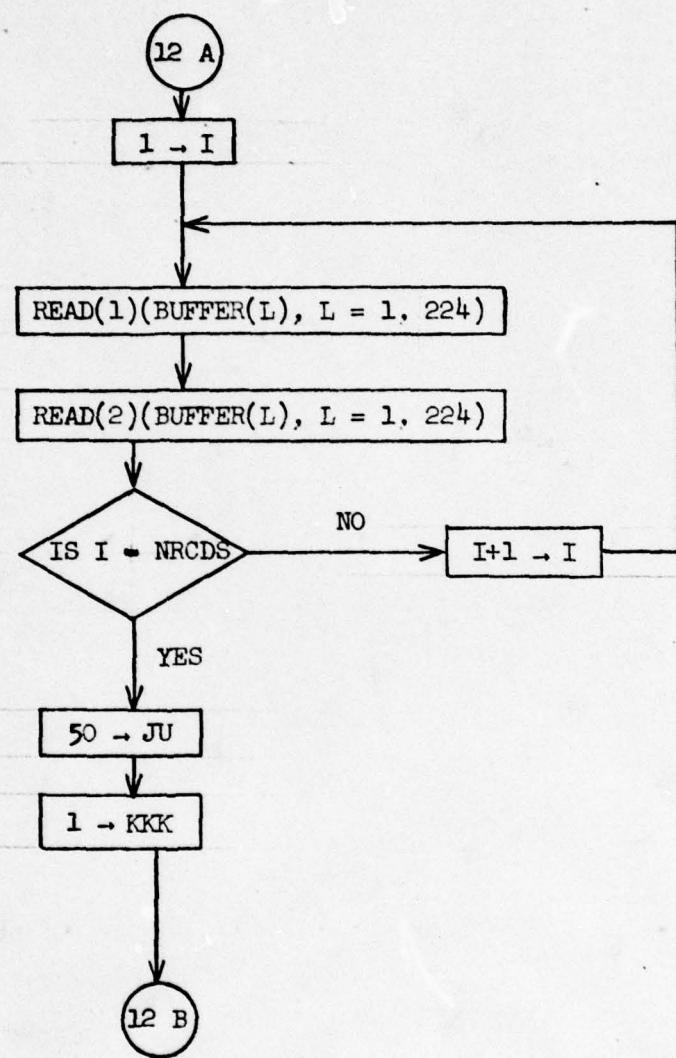
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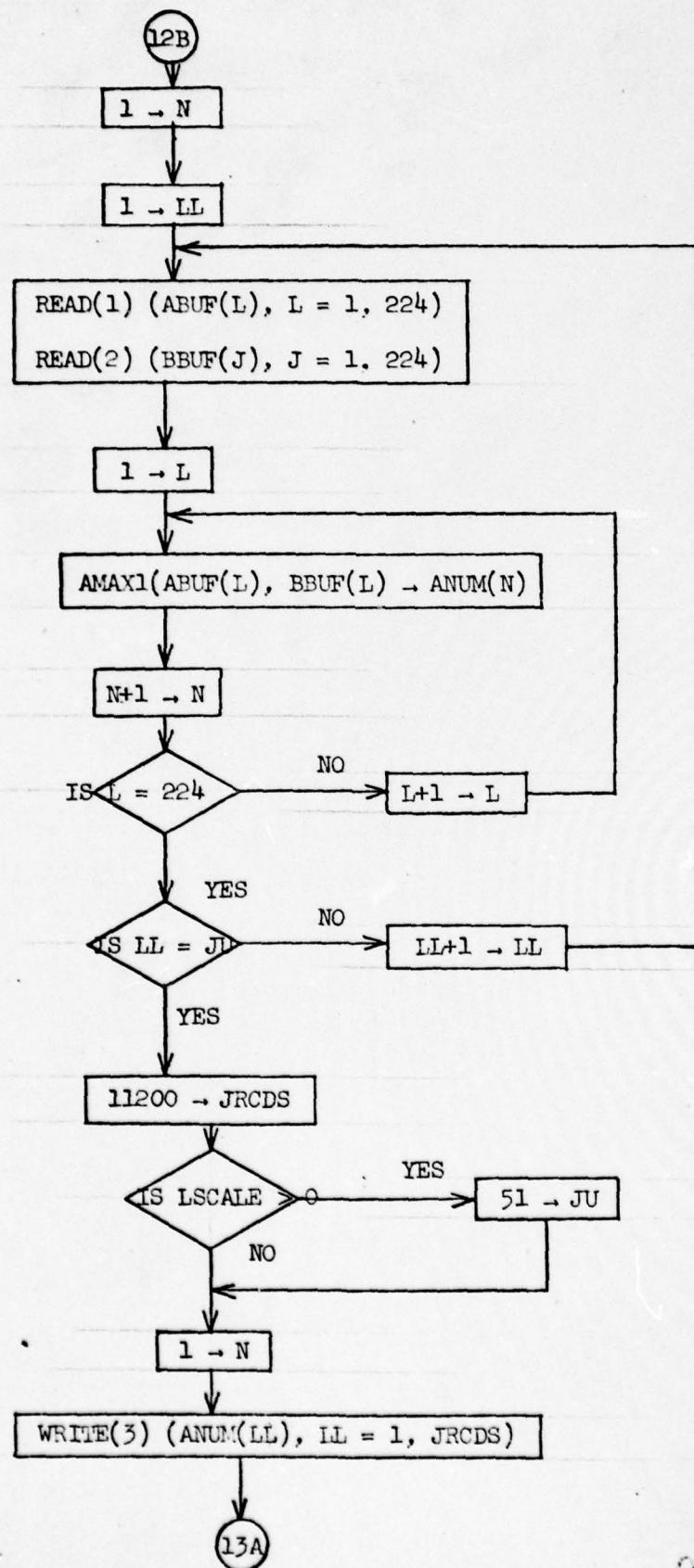


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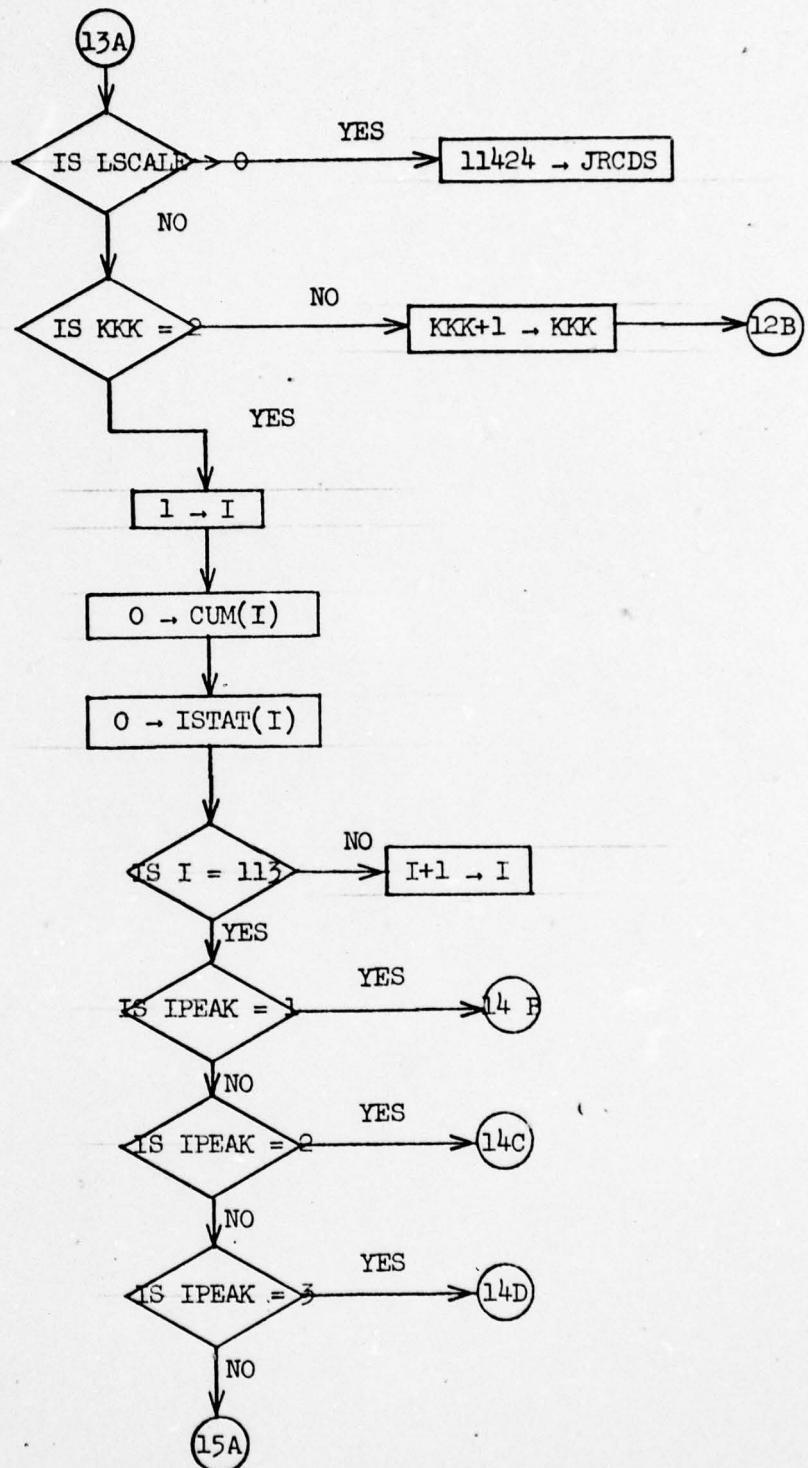


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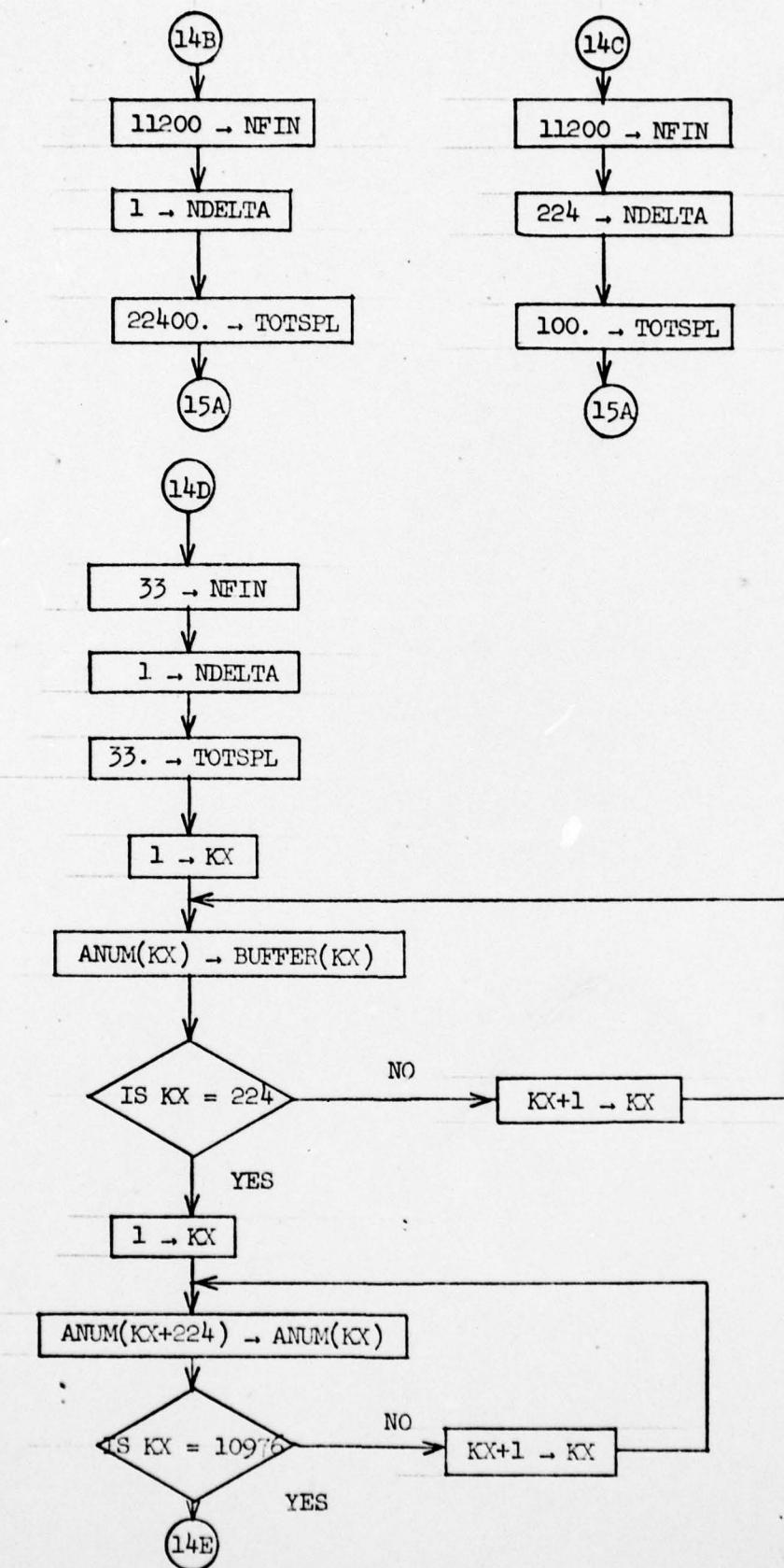


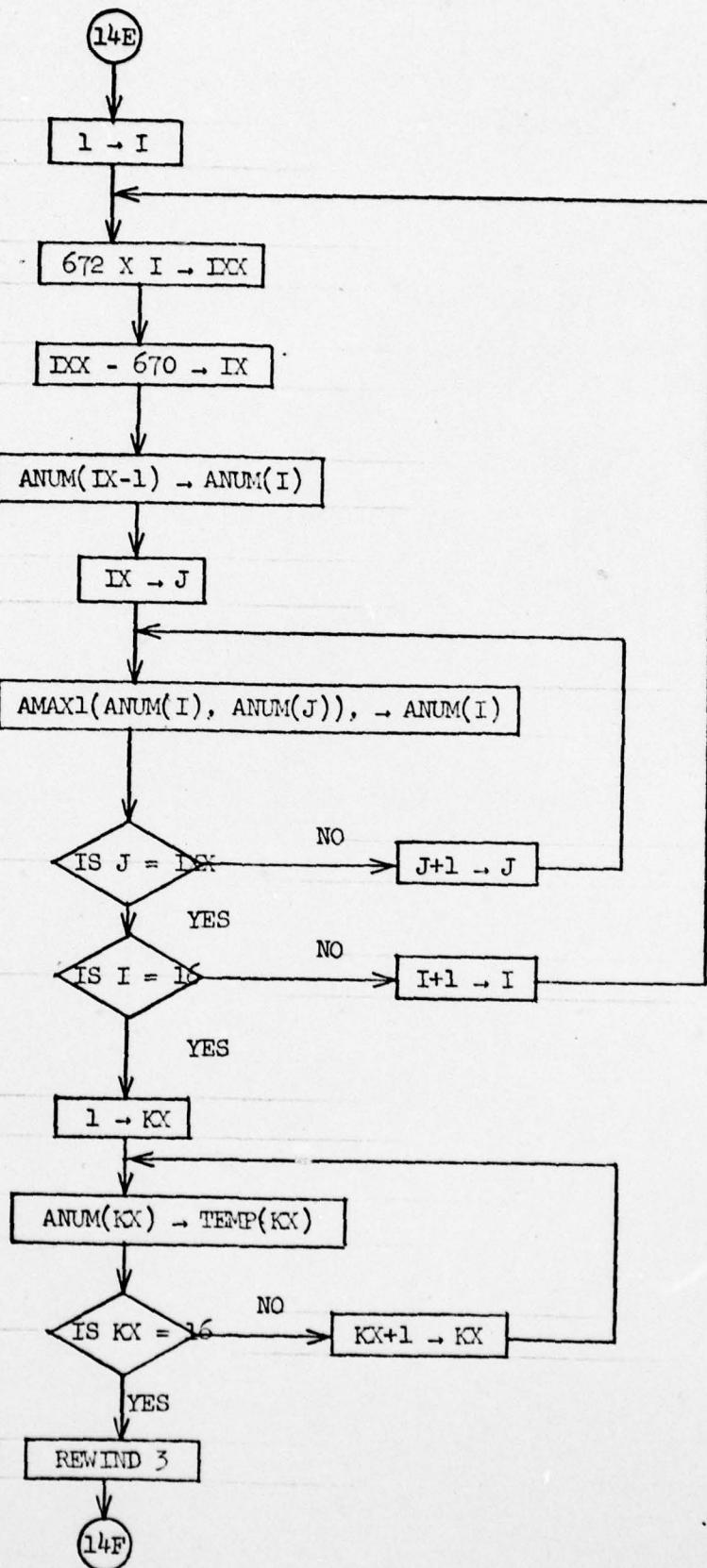
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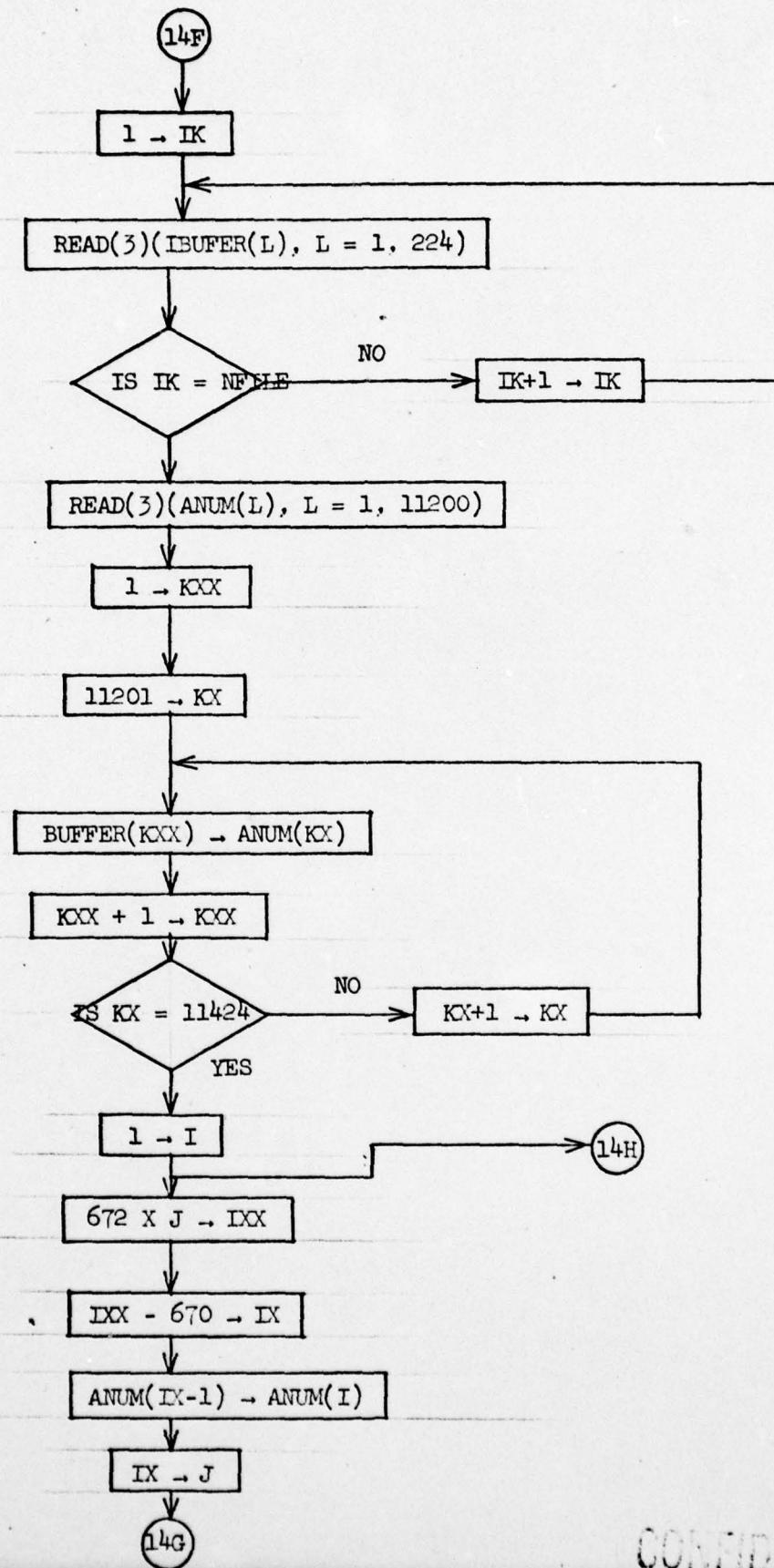


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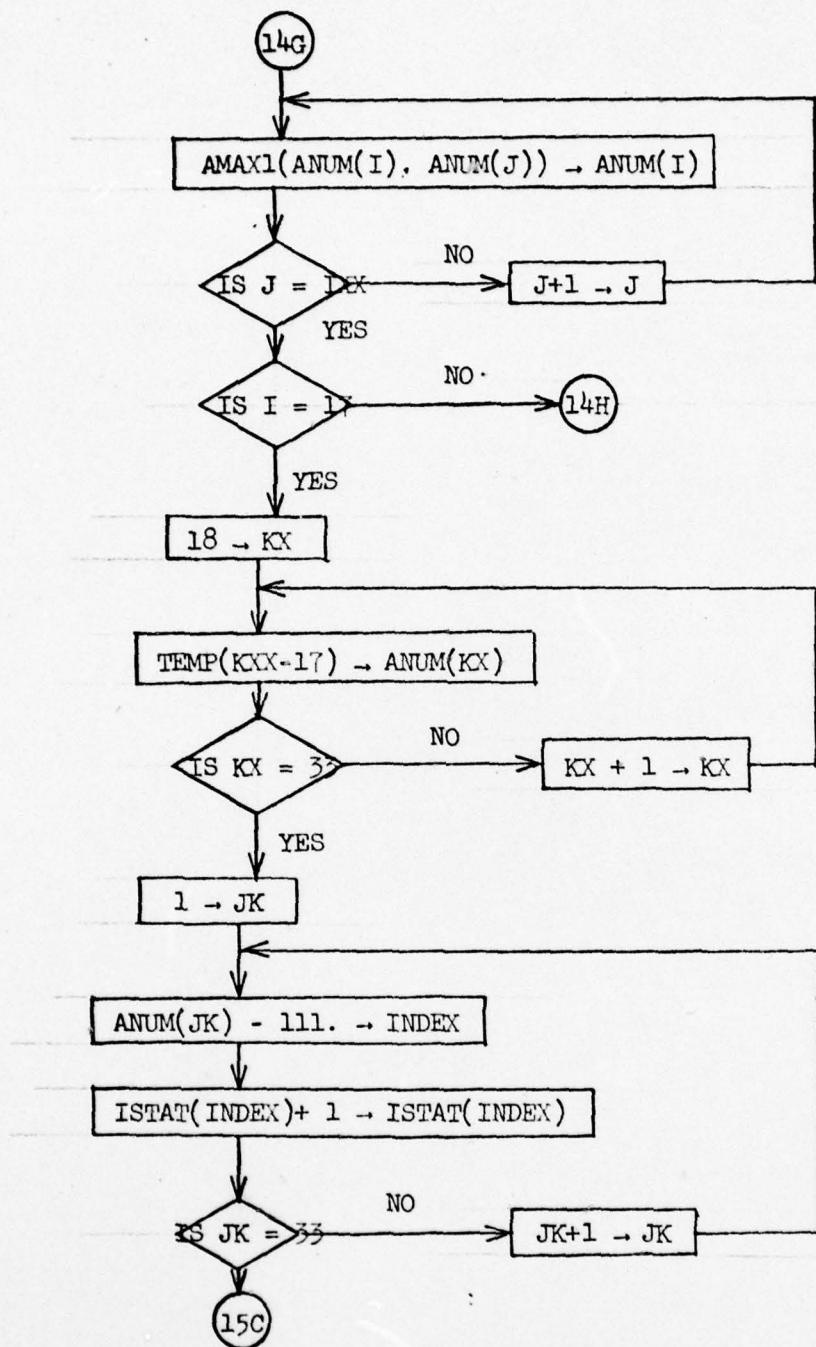


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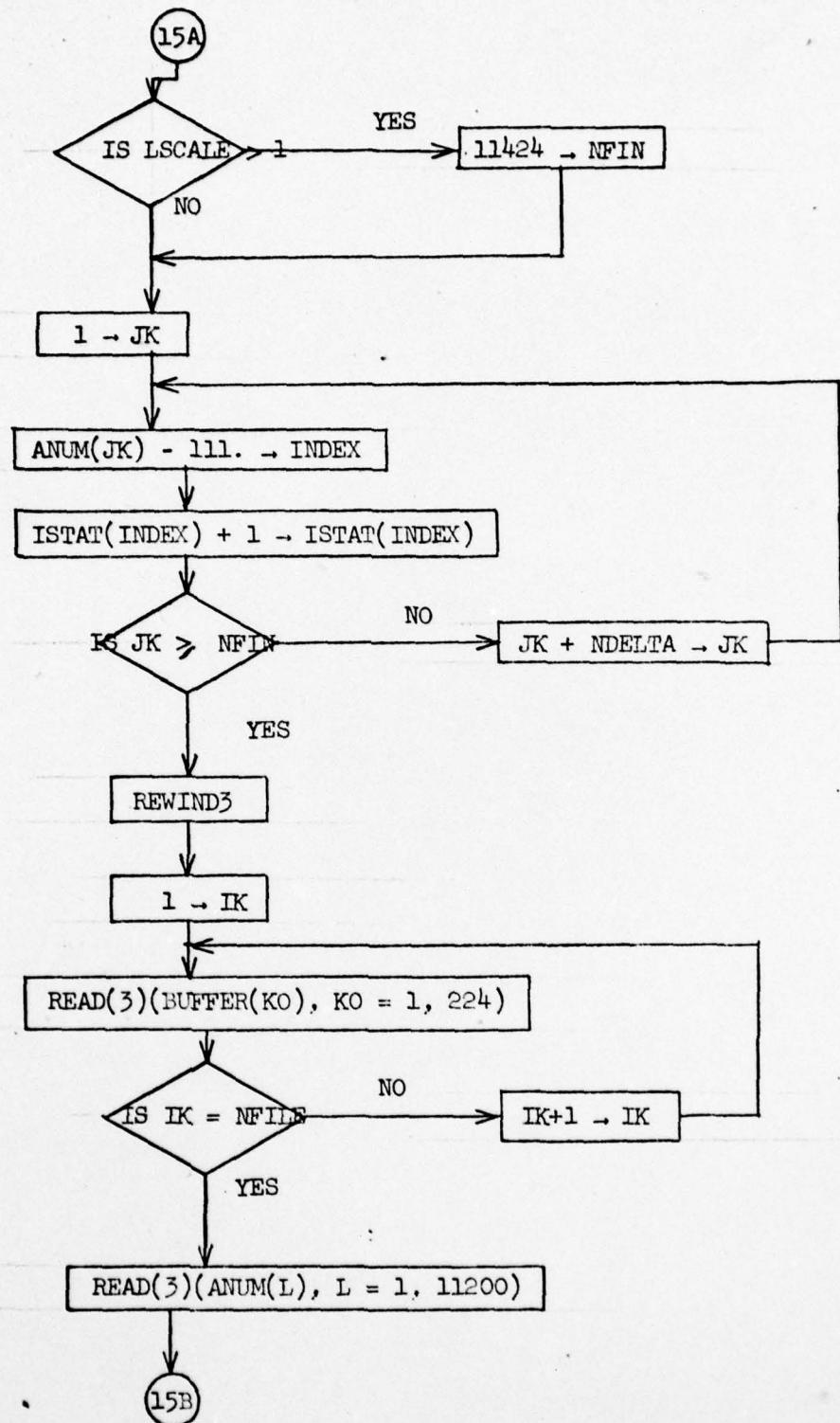
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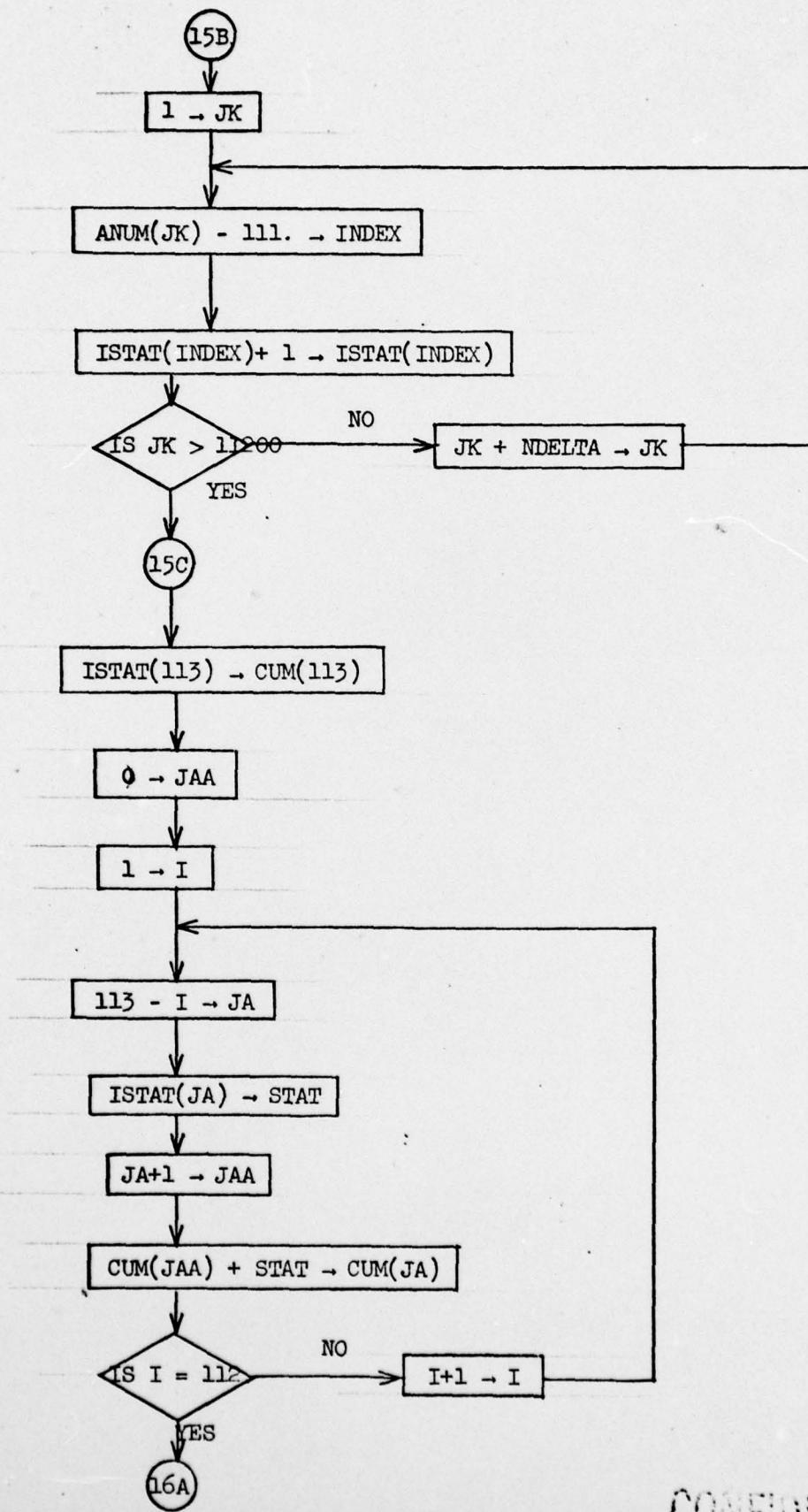


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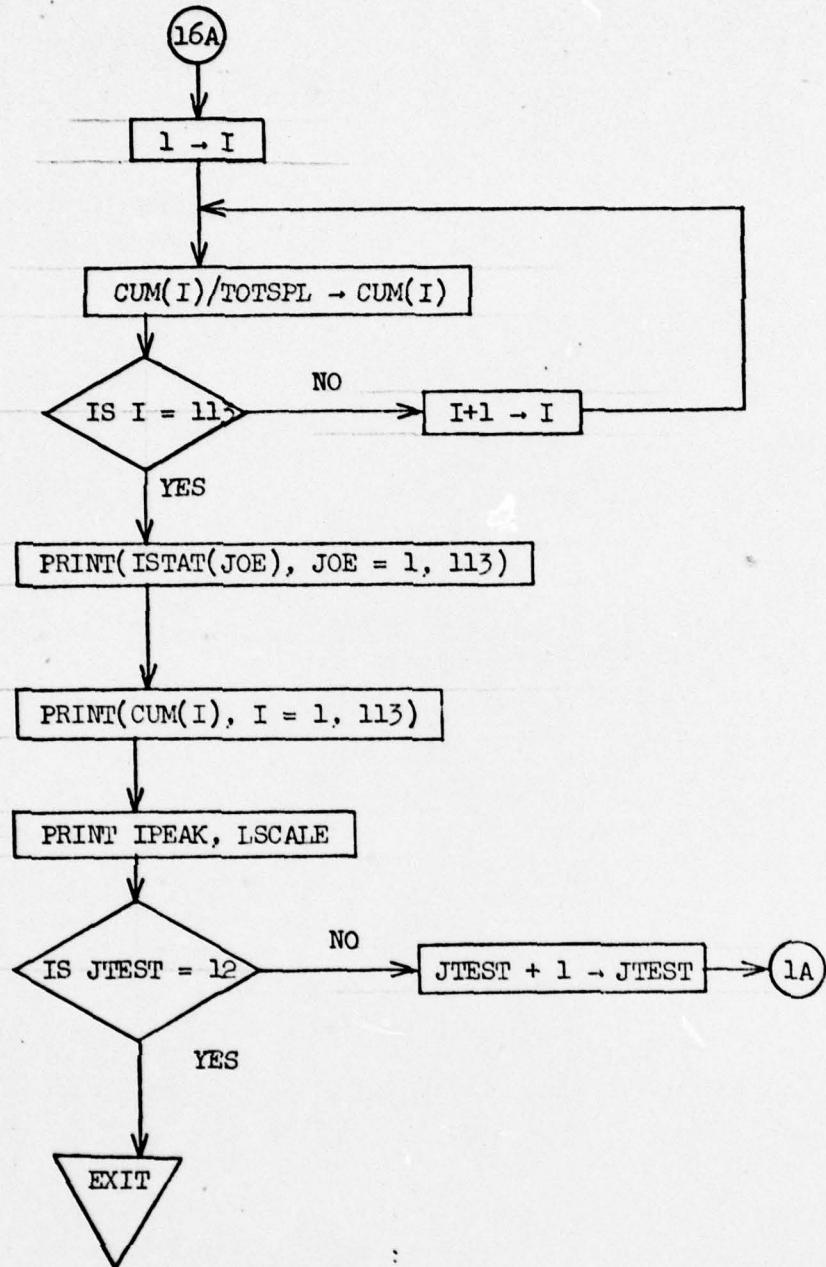
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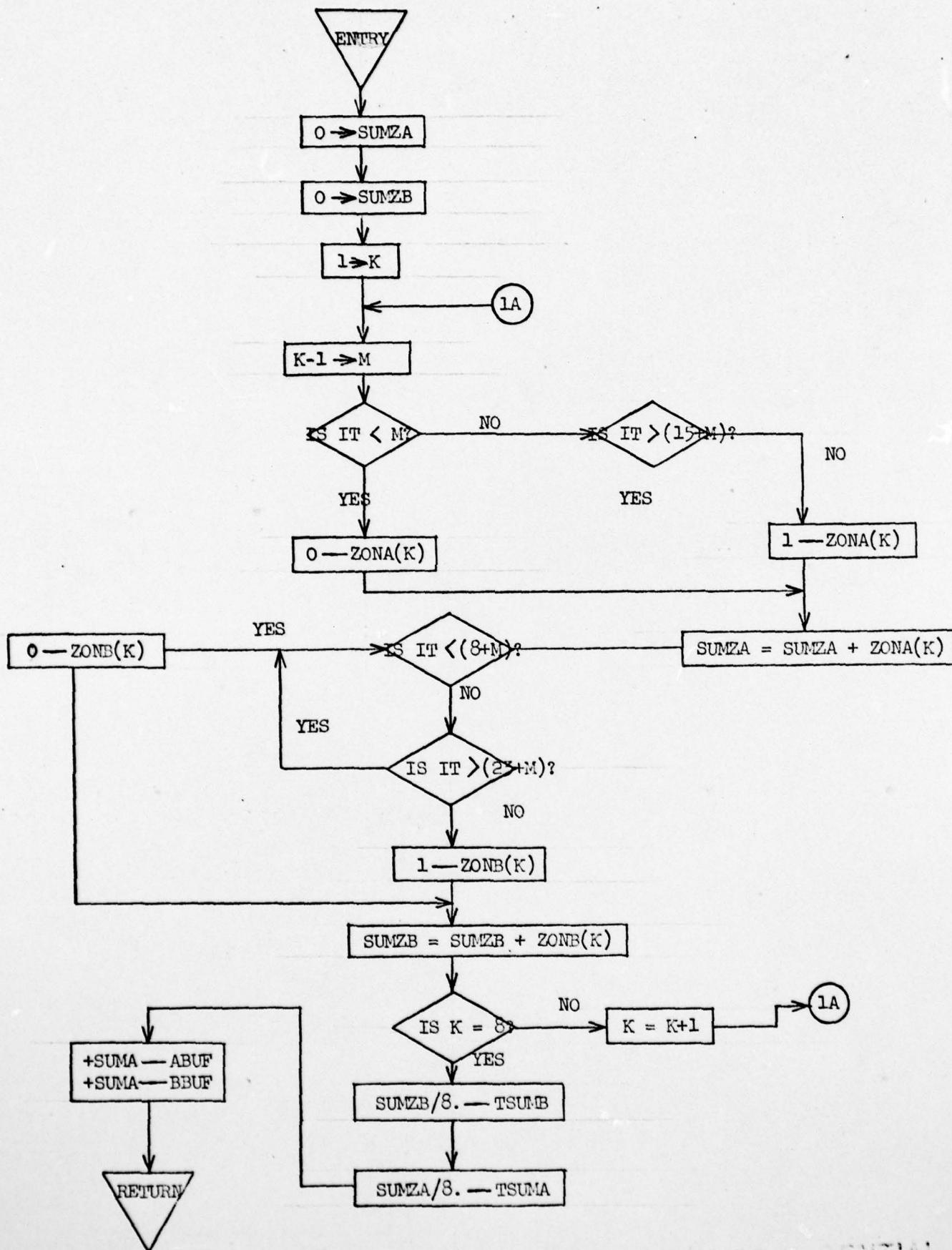


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SUBROUTINE ZONEIT (IT, ABUF, BBUF)

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APPENDIX C

Program Listings

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PROGRAM LISTING:

Noise Subroutine  
Single Precision

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C C PAIR SYSTEM ANALYSIS WAVE PERIOD PROCESSOR  
FILTERED GAUSSIAN NOISE - FIVE POLE BUTTERWORTH FILTER  
DOUBLE PRECISION XS(5), XC(5)  
DIMENSION YS(3), YC(3)  
INTEGER RNDSET  
DATA NTRY/0/, RNDSET/01/, LNGTH/288/, MULTP/56/, NBLKS/101/, BLKS/101/  
600 FORMAT(1H1//)  
601 FORMAT(5(1X, I9), 8X, 012/2(5D23.16/), 2(3E23.8/))  
602 FORMAT(4e24.8/)  
603 FORMAT(5A, 15, 8X, 012, 8X, 012)  
PAUSE  
REWIND 1  
REWIND 2  
DO 5 I=1, 5  
XS(I)=0.0D+0  
5 XC(I)=0.0D+0  
DO 10 I=1, 3  
YS(I)=0.0  
10 YC(I)=0.0  
SUMZ=0.0  
SSQZ=0.0  
WRITE(6, 000)  
C NBLOCK = 104  
DO 15 NBLOCK=1, NBLKS  
J = MOD(4\*(NBLOCK-1), 5)+0  
WRITE(6, 001) NBLOCK, LNGTH, MULTP, J, NTRY, RNDSET, XS, XC, YS, YC  
PAUSE  
CALL BLOCK(NBLOCK, LNGTH, J, NTRY, RNDSET, XS, XC, YS, YC, YBAR, YMSQ)  
VARY=YMSQ-YBAR\*\*2  
SIGY=SQR(YVARY)  
WRITE(6, 002) YBAR, YMSQ, VARY, SIGY  
SUMZ=SUMZ+YBAR  
SSQZ=SSQZ+YMSQ  
15 CONTINUE  
ZBAR=SUMZ/BLKS  
ZMSQ=SSQZ/BLKS  
VARZ=ZMSQ-ZBAR\*\*2  
SIGZ=SQR(VARZ)  
WRITE(6, 002) ZBAR, ZMSQ, VARZ, SIGZ  
WRITE(6, 001) NBLOCK, LNGTH, MULTP, J, NTRY, RNDSET, XS, XC, YS, YC  
END FILE 1  
REWIND 1  
END FILE 2  
REWIND 2  
STEP  
END

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SUBROUTINE BLOCK(NBLOCK,LNGTH,J,NTRY,RNDSET,XS,XC,YS,YC,YBAR,YMSQ)  
DIMENSION L1(56),L2(56)  
C FILTERED GAUSSIAN NOISE - FIVE POLE BUTTERWORTH FILTER  
DOUBLE PRECISION XS(5),XC(5),TEMP,I,BW,C1,C2,C3,C4,C5  
DIMENSION YS(3),YC(3),Y(16132),G(288)  
INTEGER RNDSET  
601 FORMAT(5L2X18))  
503 FORMAT(2(4XE23.16)/3XE23.16,2(4XE23.16)/2(4XE23.16)/4(4XE15.8))  
603 FORMAT(4H T =E23.16,4H BW=E23.16/  
14H C1=E23.16,4H C2=E23.16,4H C3=E23.16/4H C4=E23.16,4H C5=E23.16/  
24H C6=E14.8,4H C7=E14.8,4H C8=E14.8,4H C9=E14.8/)  
IF(NTRY)>5,15  
5 READ (5,003) T,BW,C1,C2,C3,C4,C5,C6,C7,C8,C9  
WRITE(6,003) T,BW,C1,C2,C3,C4,C5,C6,C7,C8,C9  
MULTP=56  
MLTM1=MULTP-1  
NUMBR=MULTP\*LNGTH  
DENOM=NUMBR  
C THREE POINT LAGRANGE INTERPOLATION CONSTANTS  
SA1=-.08\*.95105652  
SA2=+.96\*.95105652  
SA3=+.12\*.95105652  
CA1=-.08\*.30901699  
CA2=+.96\*.30901699  
CA3=+.12\*.30901699  
SB1=-.12\*.58778525  
SB2=+.84\*.58778525  
SB3=+.28\*.58778525  
CB1=-.12\*.80901699  
CB2=+.84\*.80901699  
CB3=+.28\*.80901699  
NTRY =1  
15 IFLAG=0  
IMAX =3245  
IF(J.EQ.0)G9 T@ 25  
D@ 20 I=4,J  
M=I+NUMBR  
Y(I)=Y(M)  
IF(J.GT.4)IMAX=IMAX-1  
I1=0  
20 D@ 30 I=0,IMAX  
TEMP=C1\*X(5)-C2\*X(4)+C3\*X(3)-C4\*X(2)+C5 \*X(1)+GAUSS(2)  
X(1)=X(2)  
X(2)=X(3)  
X(3)=X(4)  
X(4)=X(5)  
X(5)=TEMP  
TEMP=C1\*X(5)-C2\*X(4)+C3\*X(3)-C4\*X(2)+C5 \*X(1)+GAUSS(1)  
X(1)=X(2)  
X(2)=X(3)  
X(3)=X(4)  
X(4)=X(5)  
X(5)=TEMP  
Y(1)=Y(2)  
Y(2)=Y(3)  
Y(3)=C6\*SNGL(X(4))+C7\*SNGL(X(3))+C8\*SNGL(X(2))+C9\*SNGL(X(1))  
YC(1)=YC(2)  
YC(2)=YC(3)  
YC(3)=C6\*SNGL(X(4))+C7\*SNGL(X(3))+C8\*SNGL(X(2))+C9\*SNGL(X(1))  
M=5\*I+J+1  
Y(4)=-(SB3\*YS(1)+SB2\*YS(2)+SB1\*YS(3)  
+CB3\*YC(1)+CB2\*YC(2)+CB1\*YC(3))  
I

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```
M=5*I+J+2
Y(M)=-(SA3*YS(1)+SA2*YS(2)+SA1*YS(3))
+CA3*YC(1)+CA2*YC(2)+CA1*YC(3)
2 M=5*I+J+3
Y(M)=YC(2)
M=5*I+J+4
Y(M)= SA1*YS(1)+SA2*YS(2)+SA3*YS(3)
+CA1*YC(1)+CA2*YC(2)+CA3*YC(3)
4 M=5*I+J+5
Y(M)= SB1*YS(1)+SB2*YS(2)+SB3*YS(3)
5 -(CB1*YC(1)+CB2*YC(2)+CB3*YC(3))
30 CONTINUE
WRITE(1) (Y(M), M = 1,NUMBR)
WRITE(2) (Y(M), M = 1,NUMBR)
II=II+1
701 RNDSET=IRAND3(1)
SUMY=0.0
SSQY=0.0
D 85 K=0,MLTM1
D 32 K1=1,LNGTH
M=K*LNGTH+K1
32 G(K1)=Y(M)
D 45 I=1,LNGTH
SUMY=SUMY+G(I)
45 SSQY=SSQY+G(I)**2
85 CONTINUE
YBAR=SUMY/DENOM
YMSD=SSQY/DENOM
RETURN
END
```

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NAVAL UNDERSEA WARFARE CENTER SAN DIEGO CA  
ADAPTATION OF COMPUTER PROGRAMS FOR THE DIGITAL SIMULATION OF T--ETC(U)  
JUL 68 J MUNOZ-FLORES, S K BUEHLER

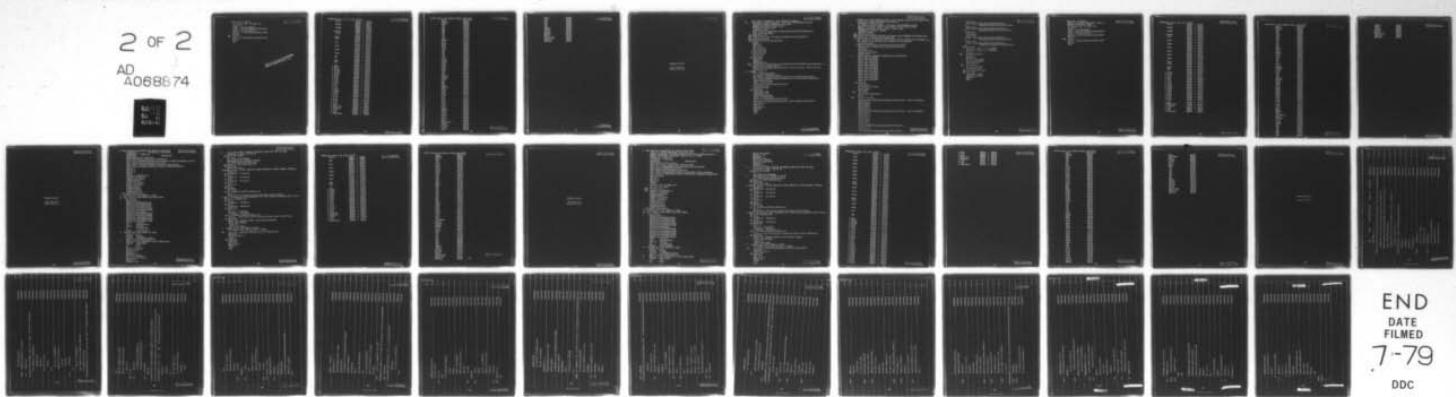
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```
FUNCTION GAUSS(AA)
IF (IFLAG .NE. 0) GOTO 100
IFLAG = .
TRANR = RANDM(DUMMY)
TEMP = SQRT(2.*ABS(ALOG(TRANR)))
ANGLE = RANDM(DUMMY)
GAUSS = SIN(6.283185*ANGLE)*TEMP
RETURN
100 IFLAG = 0
GAUSS = COS(6.283185*ANGLE)*TEMP
RETURN
END
```

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## PROGRAMS LOADED AND CORE LIMITS

MAIN	00600	-	01201
	01202	-	01276
BLOCK	01277	-	03211
	03212	-	43561
GAUSS	43562	-	43651
	43652	-	43665
* RANDOM	43666	-	43726
A162	43727	-	43743
	43744	-	43745
DBLE	43746	-	43757
COS	43760	-	43774
	43775	-	43776
SIN	43777	-	44120
	44121	-	44144
E121	44145	-	44163
	44164	-	44165
E122	44166	-	44276
	44277	-	44311
ALOG	44312	-	44407
	44410	-	44423
EXP	44424	-	44534
	44535	-	44557
ABS	44560	-	44573
M3D	44574	-	44620
	44621	-	44621
* SQRT	44622	-	44736
* SNGL	44737	-	45005
* MC161	45006	-	45026
* MC162	45027	-	45055
* AS122	45056	-	45205
* MI22	45206	-	45277
* DI22	45300	-	45376
* NI22	45377	-	45403
* CI21	45404	-	45431
* CI71	45432	-	45440
* AINT	45441	-	45467
* IAT	45470	-	45525
* AI71	45526	-	45543
* CI26	45544	-	45605
* AS166	45606	-	46034
* MI66	46035	-	46232
* CI62	46233	-	46266
* CI61	46267	-	46322
* CI12	46323	-	46367
* Z170	46370	-	46405
* CIVT	46406	-	46461
* ARL1	46462	-	46517
* EXIT/1ST	46520	-	46521
* FORTI/0	46522	-	52242
* FIER	52243	-	52327
* IPA	52330	-	52345
* FORT/MS-1	52346	-	53003

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## ENTRY POINT AND COMMON BLOCK LOCATIONS

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NAME	LOCATION
FBLANK	00000
MAIN1	00602
IPA	52330
IRE	52162
IWR	46612
IND	47340
M0D	44576
IIX	47276
IID	47265
IIF	47272
BLOCK	01301
E121	44147
S122	45056
SQRT	44622
A122	45064
D122	45300
IEN	52155
IST	46520
IAT	45470
IRD	46605
C112	46323
M122	45206
GAUSS	43564
M166	46035
S166	45606
A166	45627
A162	43731
SNGL	44737
I21	51251
INE	51330
IRAND3	43722
RANDM1	43666
ALOG	44314
ABS	44562
SIN	44001
COS	43762
RANDM2	43712
DBLE	43750
C126	45544
C121	45404
N122	45377
E122	44170
EXP	44426
AINT	45441
FIER	52243
C171	45432
Z170	46370
A171	45526
ERR0R	52255
IDINT	44754
C162	46233
MC162	45027
C161	46267
MC161	45006
ARL1	46462
CIVTARGL1	46444
ARGL1	46505
CIVTAG	46424
CIVTO	46406
IIFA	45502

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MONII	74506
IBA	52150
IIE	47260
IDE	46527
IEC	46522
IEF	46566
IGRETI	46765
ITBLI	52636
WRITEI	52364
SETEOF	52346
READI	52361
BACKSPACEI	52353
ENDFILEI	52356
REWINDI	52367

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PROGRAM LISTING:

Noise Subroutine  
Double Precision

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C C PAIR SYSTEM ANALYSIS WAVE PERIOD PROCESSOR  
FILTERED GAUSSIAN NOISE - FIVE POLE BUTTERWORTH FILTER  
IMPLICIT DOUBLE PRECISION (B,S,U-Z)  
DOUBLE PRECISION XS(5),XC(5)  
DIMENSION YS(3),YC(3)  
INTEGER NTRY  
DATA NTRY/0/ RNDSET/01/ LNGTH/288/ MULTP/56/ NBLKS/101/  
DATA BLKS/101.0D00/  
600 FORMAT(1H1//)  
601 FORMAT(5(1X,19), 8X,012/2(1X,5D23.16/),2(3E23.8/))  
602 FORMAT(4D24.8/)  
603 FORMAT(5A,15,8X,012,8X,012)  
PAUSE  
REWIND 1  
REWIND 2  
D0 5 I=1,5  
XS(I)=0.0D+0  
5 XC(I)=0.0D+0  
D0 10 I=1,3  
YS(I)=0.0  
10 YC(I)=0.0  
SUMZ=0.0  
SSQZ=0.0  
WRITE(6,000)  
503 FORMAT(8A,012/3(3X,0D23.16)/2(3X,0D23.16)/3(3X,0D23.16)/2(3X,0D23.16)  
1/3(3X,0D23.8)/3(3X,0D23.8)/)  
READ(5,503) RNDSET, (XS(I), I=1,5), (XC(I), I=1,3),  
(YC(I), I=1,3)  
C NBLCK = 104  
D0 15 NBLCK=1,NBLKS  
J = N0D(4\*(NBLCK-1),5)+0  
WRITE(6,001) NBLCK, LNGTH, MULTP, J, NTRY, RNDSET, XS, XC, YS, YC  
CALL BL9CK(NBLCK, LNGTH, J, NTRY, RNDSET, XS, XC, YS, YC, YBAR, YMSQ)  
VARY=Y4S4-Y3AR\*\*2  
SIGY = D0QRT(VARY)  
WRITE(6,002) YBAR, YMSQ, VARY, SIGY  
SUMZ=SUM4+Y3AR  
SSQZ=SSQ4+Y4S4  
15 CONTINUE  
ZBAR=SUM4/BLKS  
ZMSQ=SSQ4/BLKS  
VARZ=ZMS4-Z3AR\*\*2  
SIGZ = D0QRT(VARZ)  
WRITE(6,002) ZBAR, ZMSQ, VARZ, SIGZ  
WRITE(6,001) NBLCK, LNGTH, MULTP, J, NTRY, RNDSET, XS, XC, YS, YC  
END FILE 1  
REWIND 1  
END FILE 2  
REWIND2  
STOP  
END

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```
SUBROUTINE BLCK(NBLOCK,LNGTH,J,NTRY,RNDSET,XS,XC,YS,YC,YBAR,YMSQ)
  IMPLICIT D9JBLE PRECISION (A-H,0-X,Z)
  DIMENSION L1(56),L2(55)
C  FILTERED GAUSSIAN NOISE - FIVE POLE BUTTERWORTH FILTER
  DOUBLE PRECISION XS(5),XC(5),TEMP,I,BW,C1,C2,C3,C4,C5
  DOUBLE PRECISION YS(3),YC(3),YBAR,YMSQ
  DIMENSION Y(16132),G(288)
  INTEGER RNDSET
  601 FORMAT(5(2X)I18)
  503 FORMAT(2(4XE23.16)/3XE23.16,2(4XE23.16)/2(4XE23.16)/4(4XE15.8))
  603 FORMAT(4H T =E23.16,4H BW=E23.16/
    14H C1=E23.16,4H C2=E23.16,4H C3=E23.16/4H C4=E23.16,4H C5=E23.16/
    24H C6=E15.8,4H C7=E15.8,4H C8=E15.8,4H C9=E15.8/)
  IF(NTRY)0,5,15
  5 READ (5,003)T,BW,C1,C2,C3,C4,C5,C6,C7,C8,C9
  WRITE(6,003)T,BW,C1,C2,C3,C4,C5,C6,C7,C8,C9
  MULTP=56
  MLTM1=MULTP-1
  NUMBR=MULTP*LNGTH
  DENOM=NUMBR
C  THREE POINT LAGRANGE INTERPOLATION CONSTANTS
  SA1=-.08*.95105652
  SA2=+.96*.95105652
  SA3=+.12*.95105652
  CA1=-.08*.30901699
  CA2=+.96*.30901699
  CA3=+.12*.30901699
  SB1=-.12*.58778525
  SB2=+.84*.58778525
  SB3=+.28*.58778525
  CB1=-.12*.80901699
  CB2=+.84*.80901699
  CB3=+.28*.80901699
  CALL RANU42(RNDSET)
  NTRY =1
  15 IF(FLAG=0
  IMAX =3245
  IF(J.EQ.0)G9 T0 25
  D0 20 I=1,J
  M=I+NUMBR
  20 Y(I)=Y(M)
  IF(J.GT.4)IMAX=IMAX-1
  I1=0
  25 D0 30 I=0,IMAX
  TEMP=C1*XS(5)-C2*XS(4)+C3*XS(3)-C4*XS(2)+C5 *XS(1)+GAUSS(2)
  XS(1)=XS(2)
  XS(2)=XS(3)
  XS(3)=XS(4)
  XS(4)=XS(5)
  XS(5)=TEMP
  TEMP=C1*XC(5)-C2*XC(4)+C3*XC(3)-C4*XC(2)+C5 *XC(1)+GAUSS(1)
  XC(1)=XC(2)
  XC(2)=XC(3)
  XC(3)=XC(4)
  XC(4)=XC(5)
  XC(5)=TEMP
  YS(1)=YS(2)
  YS(2)=YS(3)
  YS(3)=C6*XS(4)+C7*XS(3)+C8*XS(2)+C9*XS(1)
  YC(1)=YC(2)
  YC(2)=YC(3)
  YC(3)=C6*XC(4)+C7*XC(3)+C8*XC(2)+C9*XC(1)
```

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```
M=5*I+J+1
Y(M)=-(SB3*YS(1)+SB2*YS(2)+SB1*YS(3)
1           +CB3*YC(1)+CB2*YC(2)+CB1*YC(3))
M=5*I+J+2
Y(M)=-(SA3*YS(1)+SA2*YS(2)+SA1*YS(3))
2           +CA3*YC(1)+CA2*YC(2)+CA1*YC(3)
M=5*I+J+3
Y(M)=YC(4)
M=5*I+J+4
Y(M)= SA1*YS(1)+SA2*YS(2)+SA3*YS(3)
4           +CA1*YC(1)+CA2*YC(2)+CA3*YC(3)
M=5*I+J+5
Y(M)= SB1*YS(1)+SB2*YS(2)+SB3*YS(3)
5           -(CB1*YC(1)+CB2*YC(2)+CB3*YC(3))
30 CONTINUE
WRITE(1) (Y(M), M = 1,NUMBR)
WRITE(2) (Y(M), M = 1,NUMBR)
II=II+1
701 RNDSET=IRAND3(1)
SUMY=0.0
SSQY=0.0
DS 85 K =D,MLTM1
DS 32 K1=1,LNGTH
M=K*LNGTH+K1
32 G(K1)=Y(M)
DS 45 I=1,LNGTH
SUMY=SUMY+G(I)
45 SSQY=SSQY+G(I)**2
85 CONTINUE
YBAR=SUMY/DENOM
YMSQ=SSQY/DENOM
RETURN
END
```

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```
FUNCTION GAUSS(AA)
IMPLICIT DOUBLE PRECISION (A-G,T)
DOUBLE PRECISION GAUSS
IF (IFLAG .NE. 0) GOTO 100
IFLAG = 1
TRANR = RANDOM(DUMMY)
TEMP = DCRT(2.*DABS(DLOG(TRANR)))
ANGLE = RANDOM(DUMMY)
GAUSS = USIN(6.283185*ANGLE)*TEMP
RETURN
100 IFLAG = 0
GAUSS = UCOS(6.283185*ANGLE)*TEMP
RETURN
END
```

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PROGRAMS LOADED AND CORE LIMITS

MAIN1	00600	-	01347
	01350	-	01471
BLOCK	01472	-	03576
	03577	-	44627
GAUSS	44630	-	44735
	44736	-	44757
* RANDOM	44760	-	45020
E161	45021	-	45042
	45043	-	45046
E166	45047	-	45214
	45215	-	45234
DC9S	45235	-	45253
	45254	-	45257
DSIN	45260	-	45424
	45425	-	45475
DL8G	45476	-	45612
	45613	-	45661
DEXP	45662	-	46031
	46032	-	46075
DM9D	46076	-	46125
	46126	-	46127
DABS	46130	-	46144
M162	46145	-	46161
	46162	-	46163
DBLE	46164	-	46175
M3D	46176	-	46222
	46223	-	46223
* DSORT	46224	-	46327
* M122	46330	-	46421
* C181	46422	-	46431
* DINT	46432	-	46467
* IAT	46470	-	46525
* C126	46526	-	46567
* Z180	46570	-	46614
* A181	46615	-	46645
* AS166	46646	-	47074
* M166	47075	-	47272
* D166	47273	-	47500
* N166	47501	-	47511
* C162	47512	-	47545
* C161	47546	-	47601
* C116	47602	-	47627
* CIVT	47630	-	47703
* ARL1	47704	-	47741
* EXIT/1ST	47742	-	47743
* FORTI/0	47744	-	53464
* FIER	53465	-	53551
* IPA	53552	-	53567
* FORT/MS-1	53570	-	54225

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ENTRY POINT AND COMMON BLOCK LOCATIONS

NAME	LOCATION
FBLANK	00000
MAIN1	00602
IPA	53552
IRE	53404
C126	46526
IMR	50034
IND	50562
IRD	50027
IIX	50520
IID	50507
WOD	46200
BLOCK	01474
E161	45023
S166	46646
DSORT	46224
A166	46667
D166	47273
IEN	53377
IST	47742
IAT	46470
C116	47602
M122	46330
RANDOM2	45004
GAUSS	44632
M166	47075
C162	47512
I2I	52473
INE	52552
IRAND3	45014
RANDOM1	44760
DLOG	45500
DABS	46132
M162	46147
DSIN	45262
DCOS	45237
E166	45051
DEXP	45664
DMOD	46100
FIER	53465
C161	47546
N166	47501
C181	46422
Z180	46570
A181	46615
DINT	46432
DBLE	46166
ERR@R	53477
ARL1	47704
CIVTARGL1	47666
ARGL1	47727
CIVTAQ	47646
IIFA	46502
CIVTO	47630
MONII	74506
IBA	53372
IIF	50514
IIE	50502
IDE	47751
IEC	47744
IEF	50010

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10RETI	50207
10TBLI	54060
WRITEI	53606
SETEOF	53570
READI	53603
BACKSPACEI	53575
ENDFILEI	53600
REWINDI	53611

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PROGRAM LISTING:

Wave Subroutine  
Single Precision

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C WAVE PERIOD MEASURMENTS OF SIGNAL PLUS NOISE  
 DIMENSION TT(224,12), SCALE(12)  
 DIMENSION IT(224,12)  
 DIMENSION SPN(16128)  
 EQUIVALENCE (IT(1),TT(1))  
 DATA L0U1/224/, LSCALE/12/, FNP/12.0/  
 DATA PI/3.1415927/, FO/20000.0/, FBW/440.0/, DELT/0.000010/, NP/12/  
 DATA NBLKS/101/, LNGTH/288/, MULTP/50/  
 DATA RMS/1.0004576/, SQRT2/1.4142136/, TP/0.16128/  
 DATA ONEUB/1.122018/, THRD8/1.41253/, TEND8/3.1622777/  
 REWIND 1  
 REWIND 2  
 REWIND 3  
 PAUSE  
 DB1PHF=1.122018\*\*1.5  
 TW0DB=1.122018\*\*2  
 F3DB=1.142018\*\*3  
 F4DB=TW0DB\*\*2  
 F5DB=1.162018\*\*5  
 F6DB = TW0DB\*\*2  
 F12DB=F6DB\*\*2  
 F18DB=F6DB\*\*3  
 F24DB=F16DB\*\*2  
 F30DB=TEND8\*\*3  
 611 FORMAT(5(2X118)/)  
 C CHANGE THIS FOR CHANGE IN L0UT  
 C S/N = PEAK SIGNAL/SQRT(2.0)/RMS NOISE  
 C S/N RATIOS  
 SCALE(1)=0.0  
 SCALE(2)=RMS\*SQRT2/F6DB  
 SCALE(3)=RMS\*SQRT2/F4DB  
 SCALE(4)=RMS\*SQRT2/F3DB  
 SCALE(5)=RMS\*SQRT2/TW0DB  
 SCALE(6)=RMS\*SQRT2/0NEDB  
 SCALE(7)=RMS\*SQRT2  
 SCALE(8)=RMS\*SQRT2\*0NEDB  
 SCALE(9)=RMS\*SQRT2\*TW0DB  
 SCALE(10)=RMS\*SQRT2\*F3DB  
 SCALE(11)=RMS\*SQRT2\*F4DB  
 SCALE(12)=RMS\*SQRT2\*F6DB  
 MLTM1 =MULTP-1  
 LTT =LSCALE\*L0UT  
 TW0 PI =2.0\*PI  
 F1 =0.5\*FBW/TP  
 NUMBR =MULTP\*LNGTH  
 C CHANGE THIS FOR CHANGE IN L0UT  
 NUMBR = 16128  
 FNUMBR =N1MBR  
 TNUMBR =(FNUMBR+1.0)/2.0  
 OSCL = 32.0\*FO\*FO/(FNP\*FBW)  
 C DIGITAL CLOCK FREQUENCY 2.424 MEGACYCLES  
 TSCALE =DELT\*OSCL  
 L2 =LTT  
 L6 =LTT  
 D0 60 N=1,NBLKS  
 READ(1) SPN  
 REWIND 2  
 WRITE(2) SPN  
 D0 55 L=LSCALE  
 IF(L.EQ.0) G9 T9 23  
 REWIND 2  
 READ(2) SPN

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C 19.2 KYDS RANGE (CHANGE FOLLOWING CARD FOR DIFF RB BIN)  
IF(MOD(N,3).NE.1) GO TO 30  
23 DO 25 J=4,NUMBR  
SJ = J  
TX = DELT\*(SJ-TNUMBR)  
C GENERATE OF LINEAR FM PULSE  
S = COS(IN3PI\*TX\*(FO+F1\*TX))  
25 SPN(J) = SPN(J)+SCALE(L)\*S  
30 CONTINUE  
DO 55 I=4,L9UT  
C COMPUTE START = FIRST POSITIVE ZERO CROSSING WITHIN SAMPLE INTERVAL  
J=72\*I-74  
40 IF(SPN(J) ) 41.42.43  
41 J=J+1  
IF(SPN(J) ) 41.45.46  
42 J=J+1  
IF(SPN(J) ) 41.45.44  
43 J=J+1  
GO TO 40  
44 J=J-1  
45 START=J  
GO TO 50  
46 P LIN=SPN(J)/(SPN(J)-SPN(J-1))  
SJ = J  
START=((P LIN-1.5)\*P LIN+0.5)\*0.566-1.0)\*P LIN+SJ  
C COUNT NP POSITIVE ZERO CROSSINGS AND THEN COMPUTE ELAPSED TIME TT(I,L)  
50 DO 53 ICROSS=1,NP  
51 J=J+1  
IF(SPN(J) ) 52.52.51  
52 J=J+1  
IF(SPN(J) ) 52.53.53  
53 CONTINUE  
SJ = J  
TT(I,L) = SJ-START  
IF(SPN(J) ) 54.55.54  
54 P LIN=SPN(J)/(SPN(J)-SPN(J-1))  
TT(I,L) =(((P LIN-1.5)\*P LIN+0.5)\*0.566-1.0)\*P LIN+TT(I,L)  
55 CONTINUE  
C MODULO 32 COUNTER OUTPUT WITH SLIDING PRESET  
DO 64 JK=1,LSCALE  
ISET =  
DO 64 I=1,L9UT  
C CHANGE THIS FOR CHANGE IN L9UT  
IF (MOD(I,7)+0 .EQ. 0) ISET = ISET+1  
64 IT(I,JK) = MOD(INT(TSCALE\*TT(I,JK))+ISET,32)+0  
WRITE(3) IT  
WRITE(6,011) N  
PAUSE  
60 CONTINUE  
REWIND 1  
END FILE 3  
REWIND 3  
STOP  
END

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## PROGRAMS LOADED AND CORE LIMITS

MAIN1	00600	-	01604
	01605	-	46556
COS	46557	-	46573
	46574	-	46575
SIN	46576	-	46717
	46720	-	46743
E121	46744	-	46762
	46763	-	46764
E122	46765	-	47075
	47076	-	47110
ALOG	47111	-	47206
	47207	-	47222
EXP	47223	-	47333
	47334	-	47356
ABS	47357	-	47372
MOD	47373	-	47417
	47420	-	47420
INT	47421	-	47432
* AS122	47433	-	47562
* M122	47563	-	47654
* D122	47655	-	47753
* N122	47754	-	47760
* C121	47761	-	50006
* C171	50007	-	50015
* AINT	50016	-	50044
* IAT	50045	-	50102
* A171	50103	-	50120
* C112	50121	-	50165
* Z170	50166	-	50203
* CIVT	50204	-	50257
* ARL1	50260	-	50315
* EXIT/1ST	50316	-	50317
* FORTI/9	50320	-	54040
* FIER	54041	-	54125
* IPA	54126	-	54143
* FORT/MS-1	54144	-	54601

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ENTRY POINT AND COMMON BLOCK LOCATIONS

NAME	LOCATION
FBLANK	00000
MAINI	00602
IRE	53760
IPA	54126
E122	46767
E121	46746
M122	47563
D122	47655
C112	50121
A122	47441
IRD	50403
I21	53047
INE	53126
IWR	50410
MED	47375
S122	47433
COS	46561
INT	47423
IIX	51074
IND	51136
IEN	53753
IST	50316
IAT	50045
SIN	46600
ABS	47361
C121	47761
N122	47754
ALOG	47113
EXP	47225
AINT	50016
FIER	54041
C171	50007
Z170	50166
A171	50103
ARL1	50260
CIVTARGL1	50242
ARGL1	50303
CIVTAQ	50222
ERRR	54053
CIVTO	50204
IIFA	50057
MONII	74506
IBA	53746
IIF	51070
IID	51063
IIE	51056
IDE	50325
IEC	50320
IEF	50364
I0RETI	50563
I0TBL1	54434
WRITEI	54162
SETEOF	54144
READI	54157
BACKSPACEI	54151
ENDFILEI	54154
REWINDI	54165

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PROGRAM LISTING:

Wave Subroutine  
Double Precision

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C WAVE PERIOD MEASUREMENTS OF SIGNAL PLUS NOISE  
IMPLICIT DOUBLE PRECISION (A-H,O-R,U-Z)  
DOUBLE PRECISION TP,THRDB,TENDB,TW0DB,TW0PI,TNUMBR,TSCALE,TX  
DOUBLE PRECISION SCALE(12), SQRT2, SJ, S, START  
DIMENSION TT(224,12)  
DIMENSION IT(224,12)  
DIMENSION SPN(16128)  
EQUIVALENCE (IT(1),TT(1))  
DATA L9UI/224/, LSCALE/12/, FNP/12.0000/  
DATA PI/3.1415927D00/, F0/20000.0D00/, FBW/440.0D00/  
DATA DELT/0.000010D00/, NP/12/  
DATA NBLKS/5/, LNGTH/288/, MULTP/56/  
DATA RMS/1.0044810D00/, SQRT2/1.4142136D00/, TP/0.16128D00/  
DATA ONEUB/1.122018D00/, THRDB/1.412937D00/, TENDB/3.1622777D00/  
DATA NSKP/95/  
REWIND 1  
REWIND 2  
REWIND 3  
PAUSE  
IF(NSKP .EQ. 0) GOT0 200  
D9 100 I = 1,NSKP  
100 READ(1) SPN  
200 DB1PHF=1.122018\*\*1.5  
TW0DB=1.122018\*\*2  
F3DB=1.122018\*\*3  
F4DB=TW0DB\*\*2  
F5DB=1.122018\*\*5  
F6DB = THRDB\*\*2  
F12DB=F6DB\*\*2  
F18DB=F6DB\*\*3  
F24DB=F12DB\*\*2  
F30DB=TENDB\*\*3  
611 FORMAT(5(2X118)/)  
C CHANGE THIS FOR CHANGE IN LOUT  
C S/N = PEAK SIGNAL/SQRT(2.0)/RMS NOISE  
C S/N RATIOS  
SCALE(1)=0.0  
SCALE(2)=RMS\*SQRT2/F6DB  
SCALE(3)=RMS\*SQRT2/F4DB  
SCALE(4)=RMS\*SQRT2/F3DB  
SCALE(5)=RMS\*SQRT2/TW0DB  
SCALE(6)=RMS\*SQRT2@NEDB  
SCALE(7)=RMS\*SQRT2  
SCALE(8)=RMS\*SQRT2@NEDB  
SCALE(9)=RMS\*SQRT2\*TW0DB  
SCALE(10)=RMS\*SQRT2\*F3DB  
SCALE(11)=RMS\*SQRT2\*F4DB  
SCALE(12)=RMS\*SQRT2\*F6DB  
MLTM1 =4JLTP-1  
LTT =LSCALE\*LOUT  
TW0 PI =2.0\*PI  
F1 =0.5\*FBW/TP  
NUMBR =4JLTP\*LNGTH  
C CHANGE THIS FOR CHANGE IN LOUT  
NUMBR = 16128  
FNUMBR =NUMBR  
TNUMBR =(FNUMBR+1.0)/2.0  
OSC = 32.0\*F0\*F0/(FNP\*FBW)  
C DIGITAL CLOCK FREQUENCY 2.424 MEGACYCLES  
TSCALE =DELT\*OSC  
L2 =LTT  
L6 =LTT

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```
DO 60 N=1,45LKS
READ(1) SPN
REWIND 2
WRITE(2) SPN
DO 55 L=1,LSCALE
IF(L.EQ.4)G9 T9 23
REWIND 2
READ(2) SPN
C 19.2 KYDS RANGE (CHANGE FOLLOWING CARD FOR DIFF RB BIN)
IF(MOD(N,3).NE.1) G9 T9 30
23 DO 25 J=4,NUMBR
SJ = J
TX = DEL1*(SJ-TNUMBR)
C GENERAAT&3N OF LINEAR FM PULSE
S = DCOS(TW3PI*TX*(F0+F1*TX))
25 SPN(J) = SPN(J)+SCALE(L)*S
30 CONTINUE
DO 55 I=1,L9UT
C COMPUTE START = FIRST POSITIVE ZERO CROSSING WITHIN SAMPLE INTERVAL
J=72*I-74
40 IF(SPN(J) >41,42,43
41 J=J+1
IF(SPN(J) >41,45,46
42 J=J+1
IF(SPN(J) >41,45,44
43 J=J+1
G9 T9 40
44 J=J-1
45 START=J
G9 T9 50
46 P LIN=SPN(J)/(SPN(J)-SPN(J-1))
SJ = J
START=(((P LIN-1.5)*P LIN+0.5)*0.566-1.0)*P LIN+SJ
C COUNT NP POSITIVE ZERO CROSSINGS AND THEN COMPUTE ELAPSED TIME TT(I,L)
50 DO 53 ICK9SS=1,NP
51 J=J+1
IF(SPN(J) >52,52,51
52 J=J+1
IF(SPN(J) >52,53,53
53 CONTINUE
SJ = J
TT(I,L) = SJ-START
IF(SPN(J) >54,55,54
54 P LIN=SPN(J)/(SPN(J)-SPN(J-1))
TT(I,L) =(((P LIN-1.5)*P LIN+0.5)*0.566-1.0)*P LIN+TT(I,L)
55 CONTINUE
C MODULUS 32 COUNTER OUTPUT WITH SLIDING PRESET
DO 61 JK=1,LSCALE
ISET = 0
DO 64 I=1,L9UT
C CHANGE THIS FOR CHANGE IN L9UT
IF (MOD(I,7)+0 .EQ. 0) ISET = ISET+1
64 IT(I,JK) = MOD(IDINT(TSCALE*TT(I,JK))+ISET,32)+0
WRITE(3) IT
WRITE(6,611) N
60 CONTINUE
REWIND 1
END FILE 3
REWIND 3
STOP
END
```

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## PROGRAMS LOADED AND CORE LIMITS

MAIN	00600	-	01750
E161	01751	-	47015
	47016	-	47037
E166	47040	-	47043
	47044	-	47211
DC9S	47212	-	47231
	47232	-	47250
	47251	-	47254
DSIN	47255	-	47421
	47422	-	47472
DLOG	47473	-	47607
	47610	-	47656
DEXP	47657	-	50026
	50027	-	50072
DM9D	50073	-	50122
	50123	-	50124
DABS	50125	-	50141
A162	50142	-	50156
	50157	-	50160
S162	50161	-	50200
	50201	-	50202
M162	50203	-	50217
	50220	-	50221
D162	50222	-	50242
	50243	-	50246
DBLE	50247	-	50260
E121	50261	-	50277
	50300	-	50301
E122	50302	-	50412
	50413	-	50425
ALOG	50426	-	50523
	50524	-	50537
EXP	50540	-	50650
	50651	-	50673
M3D	50674	-	50720
	50721	-	50721
* SNGL	50722	-	50770
* MC151	50771	-	51011
* MC162	51012	-	51040
* AS122	51041	-	51170
* M122	51171	-	51262
* D122	51263	-	51361
* NI22	51362	-	51366
* CI21	51367	-	51414
* CI71	51415	-	51423
* CI81	51424	-	51433
* AINT	51434	-	51462
* DINT	51463	-	51520
* IAT	51521	-	51556
* AI71	51557	-	51574
* CI26	51575	-	51636
* Z180	51637	-	51663
* AI81	51664	-	51714
* AS166	51715	-	52143
* M166	52144	-	52341
* D166	52342	-	52547
* NI66	52550	-	52560
* CI62	52561	-	52614
* CI61	52615	-	52650
* CI16	52651	-	52676
* CI12	52677	-	52743

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• Z170	52744	-	52761
• CIVT	52762	-	53035
• ARL1	53036	-	53073
• EXIT/1ST	53074	-	53075
• FORTI/9	53076	-	56616
• FIER	56617	-	56703
• IPA	56704	-	56721
• FORT/MS-1	56722	-	57357

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## ENTRY POINT AND COMMON BLOCK LOCATIONS

NAME	LOCATION
FBLANK	00000
MAIN1	00602
IRE	56536
IPA	56704
IRD	53161
I2I	55625
INE	55704
E122	50304
C126	51575
E121	50263
E161	47020
M166	52144
D166	52342
M162	50205
C116	52651
A166	51736
D162	50224
IWR	53166
M0D	50676
S166	51715
DC05	47234
A162	50144
C162	52561
S122	51041
D122	51263
S162	50163
IDINT	50737
IIX	53652
IND	53714
IEN	56531
IST	53074
IAT	51521
E166	47046
DL0G	47475
DEXP	47661
DM0D	50075
FIER	56617
C161	52615
DSIN	47257
DABS	50127
N166	52550
C181	51424
Z180	51637
A181	51664
DINT	51463
DBLE	50251
C112	52677
AL0G	50430
M122	51171
EXP	50542
AINT	51434
C121	51367
C171	51415
Z170	52744
A122	51047
N122	51362
A171	51557
WC162	51012
WC161	50771
ERR@R	56631

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ARL1	53036
CIVTARGL1	53020
ARGL1	53061
CIVTAG	53000
CIVTO	52762
IIFA	51533
MONII	74506
IBA	56524
IIF	53646
IID	53641
IIE	53634
IDE	53103
IEC	53076
IEF	53142
I0RETI	53341
I0TBL1	57212
WRITEI	56740
SETEOF	56722
READI	56735
BACKSPACEI	56727
ENDFILEI	56732
REWINDI	56743

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PROGRAM LISTING:

Procs Subroutine

```

JOB      D603      WPP PRGRM 04.00      JOSE M-F      SIMLTNST      C0000100
FORTRAN      LM      C0000200

$$$$$ **** * **** * **** * **** * **** * **** * **** * **** * **** * **** * C0000300

      DIMENSION IT(11426),AIT(11426),ANUM(16424),TEMP(224),
      DBUFFER(288),IBUFER(288),ANUM2F(224),ISTAT(113),CUM(113)
      REAL ABUF(224),BBUF(224)

      EQUIVALENCE (IT(1),AIT(1),ANUM(1)),(TEMP(1),ANUM2F(1))

      DO 6000 JTEST=1,12,1      C0000600
      C*****DATA CARDS INSERT*****      C0000700
      C0000800

      REWIND 1      C0000900
      REWIND 2      C0001000
      REWIND 3      C0001100
      119      C0001200
      NFILE=1211      C0001300

      1000      FORMAT(1I)
      READ 1000, IPEAK      C0001400
      READ1001,LSCALE      C0001500
      READ1001,LSCALE      C0001600
      1001      FORMAT(1I2)      C0001700
      IF(LSCALE.EQ.0)GOTO120      C0001800
      LSCALE=LSCALE-1      C0001900
      NSIG=101*LSCALE+100      C0002000

```

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```

DO 0001 J=1,NSIG
0001 READ(3)(TBUFER(I),I=1,224)
120  NRCDS=100
C*****READ 11232 IT'S FROM TAPE UNIT 3***** *
IF(LSCALE.GT.0)NRCDS=101
JRCDS=11200
MRCDS=50
DO 100 JJ=1,2,1
J=224
N=1
DO 101 I=1,MRCDS,1
READ(3)(IT(K),K=N,J)
N=N+224
J=J+224
101  CONTINUE
J=1
DO 103 I=1,JRCDS,1
CALL_ZONE IT(I,J),ABUF(J),BBUF(J)
IF(J.NE.224)GOTO105
C*****THE AIT'S WILL BE IN TAPE UNIT 1 ****BAIT'S TAPE 2****

C0002100
C0002200
C0002300
C0002400
C0002500
C0002600
C0002700
C0002800
C0002900
C0003000
C0003100
C0003200
C0003300
C0003400
C0003500
C0003600
C0003700
C0003800
C0003900
C0004000

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N=1 C0006100  
DO 218 JJ=1,51,1 C0006200  
READ(2)(AIT(K),K=N,J)  
N=N+224 C0006300  
C0006400  
C0006500  
C0006600  
C0006700  
C0006800  
C0006900  
C0007000  
C0007100  
C0007200  
C0007300  
C0007400  
C0007500  
C0007600  
C0007700  
C0007800  
C0007900  
C0008000  
N=2  
218 J=J+224  
6010220  
210 J=224  
N=1  
DO200 JJ=1,51,1  
READ(1)(AIT(K),K=N,J)  
N=N+224  
200 J=J+224  
220 DO 201 J=1,224  
ANUMA=ANUMA+AIT(J)  
201 CONTINUE  
WOC=AIT(1)  
ANUMA2=ANUMA  
IF(ANUMA2>LT\*112\*0)ANUMA2=224\*0-ANUMA2  
ANUM2F(1)=ANUMA2  
N=2

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```

DO202 J=2,11201          C0008100
      WOCNEW=AIT(J)          C0008200
      ANUMA=ANUMA-WOC+AIT(J+223) C0008300
      ANUMA2=ANUMA          C0008400
      IF(ANUMA2.LT.112.0)ANUMA2=224.0-ANUMA2 C0008500
      ANUM2F(N)=ANUMA2          C0008600
      WOC=WOCNEW          C0008700
      N=N+1          C0008800
      IF(N.NE.225)GOTO202          C0008900
      N=1          C0009000
      IF(JTIME.EQ.1)GOTO213          C0009100
      123          WRITE(2)(ANUM2F(L),L=1,224)          C0009200
      GOTO202          C0009300
      213          WRITE(1)(ANUM2F(L),L=1,224)          C0009400
      C*****THE ANUM2F WILL BE WRITTEN FOLLOWING THE BAITS OR BBUF***** C0009500
      202 CONTINUE          C0009600
      C*****TRANSFER REMAINING AITS TO BEGINNING*****          C0009700
      MRCDS=49          C0009800
      IF(ILSCALE.GT.0)MRCDS=50          C0009900
      II=1          C0010000

```

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DO 203 I=11201,11424  
AIT(I)=AIT(I)  
203 I=I+1  
KK=0  
IF (JTIME.EQ.0) GOTO 214  
J=448  
N=225  
DO 215 JJ=1,MRCDS,1  
READ(2)(AIT(K),K=N,J)  
N=N+224  
215 J=J+224  
124 GOTO 216  
214 J=448  
N=225  
DO 204 JJ=1,MRCDS,1  
READ(1)(AIT(K),K=N,J)  
N=N+224  
204 J=J+224  
216 WOC=AIT(1)  
N=1  
C0010100  
C0010200  
C0010300  
C0010400  
C0010500  
C0010600  
C0010700  
C0010800  
C0010900  
C0011000  
C0011100  
C0011200  
C0011300  
C0011400  
C0011500  
C0011600  
C0011700  
C0011800  
C0011900  
C0012000

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00012100  
JRCDS=11202  
IF (ILSCALE.GT.0) JRCDS=11426  
C0012200  
DO 206 J=2, JRCDS, 1  
C0012300  
WOCNEW=AIT(J)  
C0012400  
ANUMA2=ANUMA  
C0012500  
ANUMA2=ANUMA  
C0012600  
IF (ANUMA2.LT.112.0) ANUMA2=224.0-ANUMA2  
C0012700  
ANUM2F(N)=ANUMA2  
C0012800  
WOC=WOCNEW  
C0012900  
N=N+1  
C0013000  
IF (N.NE.225) GOTO206  
C0013100  
N=1  
C0013200  
\*\*\*\*\*  
55555 THE ANUMA2'S WILL BE WRITTEN ON TAPE 2 FOLLOWING \*AIT'S\*\*\*\*\*  
C0013300  
IF (JTIME.EQ.1) GOTO217  
C0013400  
WRITE(2)(ANUM2F(L),L=1,224)  
C0013500  
GOTO206  
C0013600  
217 WRITE(1)(ANUM2F(L),L=1,224)  
206 CONTINUE  
C0013800  
JTIME=1  
C0013900  
ANUMA=0  
C0014000

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299 CONTINUE

C\*\*\*\*\*333THIRD PHASE\*\*\*\*ANUMS \*\*ARE \*\*\*\*COMPUTED\*\*\*\*\*C0014200

REWIND3

DO 88 I=1,NFILE,1

88 READ(3)(IBUFER(K),K=1,224)

REWIND 1

REWIND 2

DO 030 I=1,NRCDS

READ(1)(BUFFER(L),L=1,224)

030 READ(2)(BUFFER(L),L=1,224)

JU=50

126 306 DO 300 KKK=1,2,1

N=1

DO301 LL=1,JU,1

READ(1)(ABUF(L),L=1,224)

READ(2)(BBUF(J),J=1,224)

DO 302 L=1,224,1

ANUM(N)=AMAX1(ABUF(L),BBUF(L))

302 N=N+1

301 CONTINUE

C0014100

C0014300

C0014400

C0014500

C0014600

C0014700

C0014800

C0014900

C0015000

C0015100

C0015200

C0015300

C0015400

C0015500

C0015600

C0015700

C0015800

C0015900

C0016000

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```

JRCDS=11200          C0016100
      IF (LSCALE.GT.0) JU=51      C0016200
      N=1                      C0016300
      WRITE(3)(ANUM(LL),LL=1,JRCDS) C0016400
      IF (LSCALE.GT.0) JRCDS=11424 C0016500
      300  CONTINUE              C0016600
      C*****FOURTH PHASE ***CUMULATIVE DISTRIBUTION IS COMPUTED***** C0016700
      C*****INSERT INSTRUCTION FOR ERROR ***** IF ANUM IS GREATER THAN 22C0016800
      DO 400 I=1,113            C0016900
      CUM(I)=0                  C0017000
      400  ISTAT(I)=0            C0017100
      GO TO (4001,4002,4003,4004),IPEAK C0017200
      4001  NFIN=11200          C0017300
      NDELT A=1                  C0017400
      TOTSPL=22400.00            C0017500
      GOTO4000                  C0017600
      4002  NFIN=11200          C0017700
      NDELT A=224                C0017800
      TOTSPL=100.0               C0017900
      GOTO4000                  C0018000

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4003 NFIN=33  
NDELT A=1  
TOTSPL=33.0

DO 4031 KX=1,224  
4031 BUFFER(KX)=ANUM(KX)  
DO 4032 KX=1,10976  
4032 ANUM(KX)=ANUM(KX+224)  
DO 4033 I=1,16,1  
128 IX=IXX-670  
ANUM(I)=ANUM(IX-1)  
DO 4033 J=IX,IXX  
4033 ANUM(I)=AMAX1(ANUM(I),ANUM(J))  
DO 4034 KX=1,16  
4034 TEMP(KX)=ANUM(KX)  
REWIND 3  
DO 005 IK=1,NFILE  
005 READ(3)IBUFFER(L),L=1,224  
READ(3)(ANUM(L),L=1,11200)  
KXX=1

C0018100  
C0018200  
C0018300  
C0018400  
C0018500  
C0018600  
C0018700  
C0018800  
C0018900  
C0019000  
C0019100  
C0019200  
C0019300  
C0019400  
C0019500  
C0019600  
C0019700  
C0019800  
C0019900  
C0020000

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```
DO 4035 KX=11201,11424          C0020100
      ANUM(KX)=BUFFER(KXX)
      KXX=KXX+1                  C0020200
      C0020300
      DO 4036 I=1,17,1           C0020400
      C0020500
      IXX=672*I                  C0020600
      IX=IXX-670                 C0020700
      ANUM(I)=ANUM(IX-1)         C0020800
      DO 4036 J=IX,IXX             C0020900
      ANUM(I)=AMAX1(ANUM(I),ANUM(J))
      DO 4037 KX=18,33             C0021000
      ANUM(KX)=TEMP(KX-17)
      DO 4038 JK=1,33,1           C0021100
      INDEX=ANUM(JK)-111.0
      ISTAT(INDEX)=ISTAT(INDEX)+1
      G3 TO 410                   C0021200
      C*****FOR FOURTH DETECTION***** C0021300
      4004  CONTINUE               C0021400
      4000  CONTINUE               C0021500
      IF(ILSCALE.GT.1)NFIN=11424
      DO 403JK=1,NFIN,NDELTA
      C0022000
```

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```
INDEX=ANUM(JK)-111.0
      403  ISTAT(INDEX)=ISTAT(INDEX)+1
            C0022100
            REWIND 3
            C0022200
            DO 004 1K=1,NFILE,1
            C0022300
            C0022400
            READ(3)(BUFFER(K0),K0=1,224)
            C0022500
            READ(3)(ANUM(L),L=1,11200)
            C0022600
            DO 404 JK=1,11200,NDELTA
            C0022700
            INDEX=ANUM(JK)-111.0
            C0022800
            ISTAT(INDEX)=ISTAT(INDEX)+1
            C0022900
            CUM(113)=ISTAT(113)
            C0023000
            JAA=0
            DO 406 I=1,112,1
            C0023100
            JA=113-1
            C0023200
            STAT=ISTAT(JA)
            C0023300
            JAA=JA+1
            C0023400
            CUM(JA)=CUM(JAA)+STAT
            C0023500
            DO 405 I=1,113
            C0023700
            CUM(I)=CUM(I)/TOTSPL
            C0023800
            PRINT25,(ISTAT(JOE),JOE=1,113)
            C0023900
            25  FORMAT(1110)
            C0024000
```

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PRINT26,(CUM(I),I=1,113)

26 FORMAT(1F7.5)

6000 PRINT6001,IPEAK,LSCALE

6001 FORMAT(13,16)

STOP

END

C0024100

C0024200

C0024300

C0024400

C0024500

C0024600

C0024700

SUBROUTINE ZONEIT(IT,ABUF,BBUF)

DIMENSION ZONA(8),ZONB(8)

INTEGER SUMZA,ZONA,SUMZB,ZONB

SUMZA=0

SUMZB=0

DO 1 K=1,8

M=K-1

IF (IT.GE.M)GOTO2

GOTO51

C0025500

C0025600

C0025700

C0025800

C0025900

C0026000

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51 ZONA(K)=0

GO TO 4

3 ZONA(K)=+1

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4 SUMZA = SUMZA + ZONA(K)  
IF (IT.GE. 8+M) GOTO 11

GOTO 52

11 IF (IT.LE. 23+M) GOTO 05

52 ZONB(K)=0

GO TO 6

5 ZONB(K)=+1

6 SUMZB = SUMZB + ZONB(K)

1 CONTINUE

TSUMB = FLOAT(SUMZB) / 8.0

TSUMA = FLOAT(SUMZA) / 8.0

132

ABUF = TSUMA

BBUF = TSUMB

RETURN

END

\$END

\$DATA

3

0

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C0026100

C0026200

C0026300

C0026400

C0026500

C0026600

C0026700

C0026800

C0026900

C0027000

C0027100

C0027200

C0027300

C0027400

C0027500

C0027700

C0027800

C0027900